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# TIPS & TRICKS



MARCH 2001

### ON THE COVER

Learn about teamwork in Sega's *Phantasy Star Online*. Take on the Mikado forces in Square's *The Bouncer*. Show 'em who's class president in Capcom's *Project Justice*. Get a little retro with *Blaster Master: Blasting Again*. Save your planet in *Star Wars Episode I: Battle for Naboo*.



Sports Desk

84



Pokémon Report

88



Tournament Report

91



Japan Report

94

Where Fingerprints  
would be if controller  
wasn't gripped so hard.

Friction burn got  
after getting in  
Hydrow's Face.

9 stitches.  
Exactly 12 less  
than I  
gave Gubeley.

Minor blisters  
earned during  
8-hour marathon.

Pepperoni pizza stain  
From all-night  
tournament vs. Hydrow.

Gash got going  
toe-to-toe  
against Psycho.

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**Tips & Tricks Editor in Chief Chris Blenk** is a Three Stooges aficionado who considers Samuel "Shemp" Howard to be one of the most underappreciated actors in motion picture history. Chris is currently compiling a list of Three Stooges shorts which feature "the ubiquitous hutch," a unique piece of furniture which appears in the background in dozens of the comedy trio's films.  
**Current Favorite Games:** Dexter's Laboratory: Robot Rampage, Sgt. Rock on the Frontline, SHK vs. Capcom: Cardfighter's Clash, Bowling



Much like Richard Dreyfuss in *Close Encounters of the Third Kind*, **Tips & Tricks Executive Editor Anatole Brown** once sat at the dinner table and sculpted a full-scale replica of the Sony PlayStation out of mashed potatoes. His living room is dominated by an enormous velvet painting of Blue Suede Shoes from the Super NES/Genesis game *Clay Fighter*.  
**Current Favorite Games:** Doshin the Giant, Iliad, Onimusha Warriors, Zone of the Enders



**Lisa Beattie** has continued a long-standing *Tips & Tricks* tradition by keeping an M&M's candy dispenser on her desk; all of our previous Art Directors seem to have had one. Lisa's is currently stocked with the new "Crunchy" M&M's, which the magazine's editors rate a distant third behind the plain and peanut butter varieties. But hey, free candy...you won't hear us complaining anytime soon.  
**Current Favorite Games:** Dance Dance Revolution, Dexter's Laboratory: Robot Rampage, NBA Hoops, The Bouncer



We all have weird hobbies, but **Jason Wilson** really takes the cake. His latest obsession involves searching grocery stores for items with expiration dates that have long since passed, then trying to trick customers into buying them. His "high score" was a can of VB that he found in the refrigerated section of a local liquor store, freshest dated August of 1998. It's still sitting there!  
**Current Favorite Games:** Conker's Bad Fur Day, Capcom vs. SHK: Millennium Fight 2000, Mr. Gimmick, NBA Hoops



Nearly 30 years after its first album was released, the amazing Blue Oyster Cult has finally come to the attention of *Tips & Tricks* Associate Editor **Ara Shirinian**. ("Better late than never," says Chris B.) Ara seems to prefer the smooth-sounding Buck Dharma vampire tunes over the more traditional growling of Eric Bloom; "Goin' Through the Motions" is one of his least favorite tracks.  
**Current Favorite Games:** Dance Dance Revolution, Keyboardmania, RC de GDI, Sin and Punishment



Here's a bunch of stuff we made up about Associate Editor **Charlotte Chen**: Her favorite video game is Chu Chu Rocket. Her favorite actor is Chevy Chase, and her favorite singer is Chubby Checker. She also likes to listen to Cheech & Chong while playing Chinese checkers. Her favorite junk foods are chili cheese fries and chocolate chip cookies.  
**Current Favorite Games:** Onimusha Warriors, Shadow of Destiny, Dance Dance Revolution, Worms: World Party



As a fan of Capcom's *Resident Evil* games, Contributing Editor **Pat Reynolds** was surprised and disappointed to learn that the upcoming *Resident Evil* movie doesn't follow any of the established video-game plotlines. Instead, it focuses on...an evil computer. Pat's typically dry comment: "Somebody apparently thinks that's a good idea."  
**Current Favorite Games:** Point Blank 3, Metal Slug X, Bishi Bashi Special 3-Step Champ, BeatMania DX



Every month, the *T&T* staff decides which video games will be featured in strategy guides for the following month's issue. Invariably, one of the games will stand out as being more primitive, more boring or more bone-crushingly difficult than the rest. That's the one we send to freelancer **Geoff Arnold**; he's the video-game equivalent of Mike from the Life cereal commercial.  
**Current Favorite Games:** Unreal Tournament, Quake III: Arena, Street Fighter III: 3rd Strike, Super Street Fighter II X



**Mike Daly** is the one-man staff behind the *Tips & Tricks* Sports Desk; he's been a sports video-game expert ever since the days of Atari's two-on-two basketball arcade game. Prior to that, he was very well-known as the Tudor Electric Football champion of Baltimore; it seems he mastered the art of bending the little green plastic feelers on the players' bases just so.  
**Current Favorite Games:** F1 Championship Season 2000, Tekken Tag Tournament, Madden NFL 2001, Mario Tennis



During a recent electrical blackout, Editorial Assistant **Jamie Andrew** was the only member of the *Tips & Tricks* staff who actually continued working in the dark. With our computers and game systems offline, the rest of us used the power interruption as an excuse to gawk out the windows and laugh at the chaos caused by the disabled traffic lights.  
**Current Favorite Games:** The Typing of the Dead, Dance Dance Revolution, Blaster Master: Blasting Again, Baku Baku Animal

If you have questions or comments for any member of the T&T staff, please send all correspondence to:

## TIPS & TRICKS

8484 Wilshire Blvd.  
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Regretfully, we cannot personally reply to any letters. That also means we don't give away games for free. This is *TIPS & TRICKS*, not "Free Games Liquidators."

and let's not forget that television is still a two-dimensional medium (unless you're using a device like the Sega Master System 3-D glasses to transmit separate images to each eye). The objects and surfaces in most 3-D games are constructed of polygonal shapes which exist in the computer's memory. These shapes can have colors or details which are not always visible on-screen depending on the player's perspective; for example, when Crash Bandicoot turns away from the camera, his facial features still exist in the computer, which continues to calculate their location and orientation. The graphic elements of a 2-D game, on the other hand, are all created and presented on a flat, two-dimensional plane; without unusual trickery, it's not possible to suddenly change the player's perspective and allow you to see all of the game's objects and surfaces from various dynamic "camera angles."

In short, video-game terminology doesn't really get much more "professional" than the words you see in this or any other game magazine; it just gets more technical.

In the *Final Fantasy* game series, there are creatures called "Moogles" that are found throughout the world. These Moogles often say the word "kupo." What does "kupo" mean? I believe it is, perhaps, a Japanese word, but I am not certain. If you can find any meaning for this word, please fill me in! Thank you.

—John Dietrick  
Kingston, PA

## MOOGLE SPEECH PATTERNS

We hate to disappoint you, but "kupo" doesn't really mean anything. Definitely not a Japanese word, it's just a pattern of speech that was probably devised to make the Moogles even cuter. Also, as a small point of trivia, in Japanese his name is actually pronounced "mooguni" with a long "o" vowel sound. In most of the newer *Final Fantasy* games, he's just called "Mog."

—John Dietrick  
Kingston, PA

Let me just say, first of all, that *Tips & Tricks* is the absolute BEST magazine in the world to me! I think of you all as gods! Now, I have a couple questions: First, someone told me that there is a cheat code for *Super Mario 64* to play as Luigi, but I've never seen it anywhere. Do you know anything about this? Secondly, is there a more professional way of saying "2-D" or "3-D" when referring to video games? Thank you all so much for taking the time to read my letter. Even if you can't answer the questions, I'd really appreciate an effort. PLEASE print this letter! Thanks a lot. You gods are the best!

—Ron Barlow  
Oceanside, CA

Wow! We really appreciate the flattering words, Ron, but please don't think of us as gods; you don't want to incur the wrath of any real deities. Anyway, here are the answers to your questions: There was a rumor going around soon after the release of *Super Mario 64* that you could play as Luigi. Some practical jokers even went as far as to create fake "screen shots" showing Luigi in the middle of the screen instead of Mario. Nevertheless, it was a hoax. You can't play as Luigi.

Regarding your second question: Such terminology—like any other kind of precise language—is often used without a second thought by people who don't really pay attention to what the words mean. When we talk about two-dimensional ("2-D") or three-dimensional ("3-D") video games, we're usually referring to the method used by the computer to construct the images that appear on your TV screen—

## CAPCOM vs. SNK vs. SNK vs. CAPCOM

I went to a game store the other day and asked about Capcom vs. SNK for the Sega Dreamcast. The guy asked me if I wanted "Capcom vs. SNK" or "SNK vs. Capcom." When I asked him what the difference was, he said that one used the "Capcom engine" and the other used the "SNK engine." Is this true, or is he just confused by the two "grooves" you mentioned in your strategy guide?

—David Schafer  
Richmond, VA

There is only one Capcom vs. SNK for the Dreamcast, not two. Both engines are represented in the game. You're correct, though, they are referred to as the Capcom and SNK "grooves." On the other hand, he may have been

confusing this game with SNK vs. Capcom: Cardfighters Clash for the Neo-Geo Pocket, of which there are indeed two different versions. (The game is the same, but the character cards are slightly different.)

## TOKEN OF THE MONTH



Front



Back

This month's token is from Bullwinkle's Family Fun Center in Medford, NY. It was sent in by James O'Donnell from E. Patchogue, NY. Thanks, James!

Arcade Players & Operators: Send us a token from your favorite arcade if we choose it as our "Token of the Month." We'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Animated Violence



BUNGIE

## The Bouncer



by Jason Wilson

Even, a man haunted by a tragic past  
 Within her last strength and hardness, but also great secrets  
 All the hell change takes he meets a girl named Denimque  
 These are the contents of DOB & TRICE

# The Bouncer



hough Squaresoft is best known for its enchanting role-playing games, the company has also developed several impressive free-roaming 3-D fighting games, including *Ehrgeiz* and the *Tobal* series. *The Bouncer* is Square's attempt at an old-school Double Dragon/Street of Rage beat-'em-up—albeit with some of the most amazing graphics ever seen in a console game. Much of the game's appeal lies in its storyline; the main characters—Sion, Volt and Kou—are bouncers at a local bar, all with storied pasts. Your objective is to combine the skills of all three bouncers and fight through many beautifully rendered environments, catching up to old enemies of the bouncers along the way...including Echidna, an advanced female Capoeira fighter who has an amazing obsession with Volt Kruger. *The Bouncer* is fairly easy to finish, so I'll try not to ruin the storyline for any obsessed Square fanatics. Rather, this strategy guide will concentrate on the special attacks that are earned with the various "Bouncer Points" throughout the game.

## Elements of Gameplay



Your journey through the streets of *The Bouncer* begins at the "Fate" bar where all the bouncers work, continuing through various city landscapes and ultimately leading to scenes involving trains, underground passages, back alleys and abandoned warehouses crawling with thugs! You must carefully manage the "Bouncer Points" earned during each fight sequence, carefully building up each character's abilities as you go. If you pause and skip all of the "cut scenes" (which you should definitely not do the first time you go through the game, 'cause they're very cool) it can take you well under an hour to complete the game. To build up each character's ability points quickly, you can concentrate on upgrading one character's skills throughout the entire game; then, upon finishing it, start working on a different character, and so on. With one character's abilities maxed out, he will overpower nearly everyone that comes into his path and also serve as a kind of safety net in the event that the other two characters can't handle the situation at hand. As you progress further through the game, you will need to make decisions about which special abilities to acquire, so it helps to know which ones work best in certain situations. It takes many hours to gain enough bouncer points to purchase ALL of the abilities, so I will explain which ones are worth getting, which ones are a waste of valuable Bouncer Points and which ones are extremely vital to each character's success in maximizing future Bouncer Points earned from defeating enemies!



## Control Scheme

L1—Activate Special Moves when combined with other buttons

R1—Guard against attacks (your character cannot move or attack while guarding)

R2—Press this when one of your teammates signals for a Trinity Rush (team party attack).

△—High Attacks

○—Jump Attacks

□—Low Attacks

×—Mild Attacks

**Note:** *The Bouncer* uses the analog capability of the four main action buttons on the PlayStation 2 controller. Press a button lightly for a weaker version of the specified attack, or press it firmly for a strong attack.



## Volt Krueger

Age: 27

Height: 6'4"

Fighting Style: Wrestling

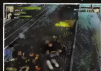
A bouncer at "Fate." For some reason, he is very well-informed about the Mikado Group. Though he has a quiet demeanor, Volt's size, strength and distinct facial piercings instill fear in most people.

### Special Moves (Bouncer Points Needed to Purchase)



#### Shoulder Uppercut (960 BP)—L1 + ▲

A powerful Shoulder tackle putting Volt's massive build to good use. A necessity for Volt's skills, it's the most powerful technique he has. Good for setting up opponents from a distance.



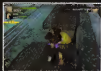
#### Hammer Typhoon (1,000 BP)—L1 + ●

Dynamic Spinning Lariat Attack. Capable of disposing of a large number of enemies at once, and vital for chain attack bonus Bouncer Points.



#### Lift Up Slam (1,200 BP)—L1 + X

A throwing technique in which Volt lifts the enemy over his head. Surprisingly useless in terms of damage versus the boss characters, though.



#### Power Bridge (1,500 BP)—L1 + ●

A throwing technique executed with an arched-back position for extra force.



#### Cannonball Strike (1,800 BP)—L1 + ▲ + ●

A throwing technique that launches the enemy like a projectile. Good for setting up helper combos by Sion and Kou.



#### Earthshaker (2,400 BP)—L1 + ▲ + X

A throwing technique that slams the enemy onto the ground twice. Not worth the amount of bouncer points it takes to purchase this.



#### Giant Swing (3,500 BP)—L1 + ● + X

Dynamic Throwing Technique made by spinning the opponent around. Similar to Haggar's grab in Capcom's *Saturday Night Slam Masters*, the Giant Swing is great for looks, but not nearly as integral to Volt's arsenal as the Shoulder Uppercut.



## Zion Barzakh

Age: 19

Height: 5'9"

Fighting Style: Wrestling

Also a bouncer at "Fate," Sion lost his love a year ago, which has caused him to distance himself from others. However, Dominique's innocence is slowly helping Sion to open up again. Sion always wears silver necklaces, and his favorite brand of clothing is Dog Street.

### Special Moves (Bouncer Points Needed to Purchase)



#### Buster Throw (400 BP)—L1 + X

A personalized version of the old shoulder throw. A weak attack that requires your enemy to be close; not terribly effective.



#### Torpedo Kick (600 BP)—L1 + □

An explosive donkey kick made by rolling to build up momentum. A decent mid-range attack, it will surprise most of your enemies from behind; use it repeatedly against an opponent to finish him off.



#### Ground Sweep (1,000 BP)—L1 + X

A spinning squat kick with wide range. Can chain into multiple kicks.



#### Floating Mine (1,200 BP)—L1 + ●

A horizontal flying kick that uses both legs.



#### Tornado Uppercut (1,600 BP)—L1 + X + □

A powerful jumping uppercut.



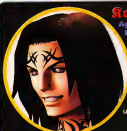
#### Double Knuckle (2,000 BP)—L1 + X + X

A double backhand blow that strikes forward and backward simultaneously.



#### Hurricane Blitz (2,800 BP)—L1 + X + ●

A powerful spinning attack that strikes all surrounding enemies.



## Kou Leifoh

Age: 25

Height: 6'1"

Also a bouncer at "Fate," Kou is easily excited and is a bit of a smooth talker; his mood changes around his friends. Kou's great fighting abilities are unmatched.

### Special Moves (Bouncer Points Needed to Purchase)



#### Heel Smash (320 BP)—

L1 + X

A downward kick in which Kou drops his leg swiftly from a high position.



#### Circular Uppercut (400 BP)—

L1 +

A twisting uppercut that also connects behind you. Can be used to juggle an opponent multiple times; extremely helpful when fighting boss characters.



#### Double Spin Kick (550 BP)—

L1 + ●

A spiraling spread-leg kick that strikes both high and low. Similar to Jin Kazama's spiral kick in Namco's Tekken series.



#### Mountain Storm (750 BP)—

L1 + ▲

Kou's variation of the shoulder throw. More effective than Sion's throw.



#### Lightning Smash (1,000 BP)—

L1 + X + ●

Powerful combination of an upward and a downward kick.



#### Tiger Spin Kick (1,200 BP)—

L1 + X +

A combination of one low and two middle spinning kicks.



#### Tiger Frenzy (1,500 BP)—

L1 + ▲ + ●

A flying triple kick; easily Kou's best move behind the Circular Uppercut.



#### Raging Tiger (2,500 BP)—

L1 + ▲ +

A lightning-fast seven-kick combo. Will get Kou into trouble if he tries it too much on boss characters.

## Secret Characters!

To access secret characters that you've unlocked, select Versus Mode at the title screen, then load the saved game from your memory card.

The following characters will be unlocked when you finish the game once in Story Mode:



• Echidna



• Dauragon Mikado (one-arm tied)



• Dauragon C, Mikado (normal)



• Dauragon C, Mikado (without jacket)



• Mugetsu



• Mugetsu (unmasked)



• PD-4 (robot)



• Dominique Cross



• Kaidee Orchid



• Finish the game three times in Story Mode to unlock a shirtless Dauragon C, Mikado.

• To unlock Master Wong, use Volt or Kou to go through the Mikado Building, then use Volt or Kou to fight Kaldea (black panther) in the Galeos shuttle, then use Sion to fight Dauragon C, Mikado at the end of the game.

• To unlock Leann Caldwell, simply use Kou throughout the entire game. More specifically (for the Square purists out there), you must choose Kou as your main character throughout the Mikado Building, then defeat Dauragon C, Mikado onboard the Galeos with Kou as well.



The Koei logo, featuring the word "koei" in a stylized, lowercase font with a red dot above the 'i'.

www.koeligames.com

The main cover art features a central character, a young man with orange hair and a determined expression, wearing a tactical vest and holding a futuristic weapon. He is surrounded by a chaotic, fiery background with explosions and other characters in action. At the top, there are five small inset images showing different game scenes. At the bottom, there are two more inset images showing game mechanics like aiming and combat.

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PlayStation 2





# PROJECT JUSTICE

The sequel to Capcom's arcade and PlayStation hit *Rival Schools: United by Fate* is available for the Dreamcast nearly three years after the original game's release. *Project Justice* is a combination of several different types of fighting games, borrowing elements from the *Street Fighter EX* series, the "vs." games (e.g. *Marvel vs. Capcom*, *X-Men vs. Street Fighter*) and Namco's *Tekken*. The original *Rival Schools* allowed you to use a "partner" to team up against your opponent, forming a dual offensive attack that could raise your level of power or defense...or completely annihilate the opponent with a powerful strike! With the addition of a few new characters—and some minor gameplay changes—*Project Justice* is surely going to be a Capcom Dreamcast fighting game classic! This strategy guide will explain the game's fighting system from a technical standpoint to make it easier for you to become accustomed to gameplay. We'll also explain how to unlock the hidden characters!

## Gameplay

As is the case with most recent Capcom fighting games, *Project Justice* has a four-button control scheme: Light Kick, Light Punch, Hard Punch and Hard Kick. Most of the "chain combos" from the original *Rival Schools* have been leveled down, so it will take a little experimenting to find your favorite tactics with each character. For example, Hideo can no longer link a Light Kick, Hard Kick, Hard Kick into a Shinenkyaku; now he can only perform Light Kick, Hard Kick, Shinenkyaku. Also, the Rival Launchers that enable you to set up aerial combos have been whittled down; it is highly unlikely that you will be able to perform many textbook combos against an opponent in the air without seeing them recover quickly. Instead of the single partner you could choose in *Rival Schools*, you are now allowed to choose two partners (as in *Marvel vs. Capcom 2*), which opens up a lot of strategic possibilities.



by  
Jason  
Wilson

## Using the Super Gauge Wisely



Technically you should be conservative in using the Super Gauge, but you do have some freedom to experiment because it fills up fairly quickly during the course of gameplay. Burning Vigor Attacks, Tardy Counters and Team-Up Techniques can all be used if you have enough power left in your Super Gauge, which has a maximum allotment of five blocks.

## Tardy Counters



into an overhead/throwing/blocking chess match!

Tardy Counters are often abused, due to the fact that you have an unlimited amount of them at your disposal. Press  $\downarrow \rightarrow +$  any Punch button after any blocked attack to counter an opponent's attack, just like in the *Street Fighter Alpha* series. Basically, this allows you to counter all moves, incoming special attacks, etc. and turns the match

## Burning Vigor Attack



The Burning Vigor Attack is similar to the Super moves in various other games from the Street Fighter series. Each Burning Vigor Attack uses one block of the Super Gauge and inflicts quite a bit of damage. Burning Vigor Attacks can be performed on the ground or in the air (after a successful Aerial Rave or mid-air Textbook Combo). Unfortunately, if you're a Rival Schools alumni you'll find that many of the button sequences that allowed you to launch into a Burning Vigor Attack will no longer work in Project Justice.

In general, the sequence of attacks that links to a successful Burning Vigor Attack will now consist of fewer buttons than it did before, since many characters' connected standard moves do not link the same way as they did in the previous game.

## Team-Up Techniques/ Assist Characters



Various characters perform different assists depending on their school affiliation and the teammates you choose. You will need to experiment with a team to see which combinations work best for you. It is good to balance out the attacks, having a defensive assist character (one that enhances guts and ability and powers you up) as well as an offensive assist character that does a giant chunk of damage. Boman is still one of the best offensive assist characters in the game; his general assist is so difficult to anticipate

that it may have inspired Capcom's decision to enhance the assist mode capabilities by allowing a "sudden death" match to take place during an attempted assist. When this happens, your assist character and your opponent's assist character square off in a separate battle to see if the attempted assist is going to be successful or not. One hit can mean the difference between a 30% damage assist and a 0% close call. Press Light Kick + Light Punch simultaneously to call out your first assist character during gameplay (this requires two blocks of your Super Gauge) or press Hard Punch + Hard Kick simultaneously to call out your second assist character. A maxed-out Super Gauge (five blocks) allows you to access the "Party Up Technique." This allows you to use your entire team to beat down a single opponent—three against one—and there is nothing they can do to stop it! Press any three attack buttons when your Super Gauge is completely full to perform the deadly Party Up Technique.

## Textbook Combos



Textbook Combos are standard linking chain combos that are started by pressing

Light Punch or Light Kick once, then tapping Hard Punch or Hard Kick, then performing any special move to finish off the combo. Textbook Combos are necessary to establish a ground game. Once you've mastered them, you'll find that they're very useful after a Rival Launcher...and you can follow that combination with a Burning Vigor Attack in the air for maximum damage!

## Rival Launchers



Though reduced in range when compared to Rival Schools, Rival Launchers are still useful for setting up successful Textbook Combos in the air. The timing is similar to that of the aforementioned "vs." games from Capcom; press



W + Hard Punch or Hard Kick to initiate

the Rival Launcher, then hold ↑ to follow your opponent and quickly enter the button sequences for a Textbook Combo followed by the proper Burning Vigor Attack! Remember, Rival Launchers are very slow to start and can easily be countered with a Tardy Counter or throw. Your best bet is to use the "dodge" move to get around your opponent in close quarters, then perform a Rival Launcher from behind.



## Basic Moves



**Standing Throws**—Hard Punch + Light Punch simultaneously

**Crouching Throws**—Hold ↓, press Hard Punch + Light Punch simultaneously

**Tardy Counters**—Block any attack, then press ↓ ↘ → + any Punch button

**Team-Up Technique (Character 1)**—Light Kick + Light Punch simultaneously

**Team-Up Technique (Character 2)**—Hard Punch + Hard Kick simultaneously

**Safe Landing**—Press both Punch or Kick buttons simultaneously after being launched into the air

**Dodging Projectiles (High)**—Press both Punch buttons simultaneously

**Dodging Projectiles (Low)**—Press both Kick buttons simultaneously

## Secret Characters



### Hyo/Darkside Student Council

To enable Hyo and the Darkside Student Council, select the Seijyun High School team in Arcade Story Mode.



Finish the Story Mode with each of the default schools. Hyo will now be playable in Arcade Free Mode, Versus Mode and Training Mode; the Darkside Student Council will also appear in the Story Mode.



### Burning Batsu

To enable Burning Batsu, select the Taiyo High School team in Arcade Story Mode. When Batsu reaches the battle

against the Seijyun High School team (Akira, Yurika and Zaki), have Batsu lose one round, then win the next two. Batsu will run away in shame and the Chair Person will take Batsu's place until you reach Vatsu. Batsu will return as Burning Batsu and will be selectable in Arcade Free Mode, Versus Mode and Training Mode!



### Powered Akira

To enable Powered Akira, select the Seijyun High School team in Arcade Story Mode. When you reach the match ver-

sus Wild Daigo, don't use a Team-Up Technique during the battle. When you reach the match against Demon Hyo, Edge and Gan, Powered Akira will appear! Powered Akira will now be playable in Arcade Free Mode, Versus Mode and Training Mode.



### Vatsu

To enable Vatsu, select the Gorin High School team in Arcade Story Mode and finish the game. Vatsu will now be playable in Arcade Free Mode, Versus Mode and Training Mode.



### Roy and Tiffany

To enable Roy and Tiffany, select the Pacific High School team in Arcade Story Mode and finish the game. Roy and Tiffany will now be playable in Arcade Free Mode, Versus Mode and Training Mode.



### Kurow

Finish the Story Mode with the Dark Side Student Council. Kurow will now be playable in Arcade Free Mode, Versus Mode and Training Mode.



### Demon Hyo

Complete all the branches for all the schools in Arcade Story Mode. Demon Hyo will now be playable in Arcade Free Mode, Versus Mode and Training Mode.



### Wild Daigo

To enable Wild Daigo, select the Gedo High School team in Arcade Story Mode and finish the game. Wild Daigo will now be playable in Arcade Free Mode, Versus Mode and Training Mode.





CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing *Digimon World*, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for *Digimon World*, bring it. But don't say we didn't warn you.

**DIGIMON**  
DIGIMON WORLD

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Comic Material





# BLASTER MASTER

## BLASTING AGAIN

"Nostalgia" is a word I rarely use these days when speaking about the gaming community; there aren't too many hardcore gamers who remember what it was like when 8-bit systems ruled the market. Although these consoles were exponentially less powerful than the ones we have today, many of their games were far more original and refined than some of the garbage that is produced today. Enter *Blaster Master*, a little gem for the 8-bit Nintendo Entertainment System about a boy named Jason who discovers a futuristic tank called SOPHIA in an underground cavern. Mixing vehicular shoot-'em-up action with on-foot exploration, it was by far one of the most original games ever produced for any system—and its graphics and soundtrack were mindblowing by NES standards. For those old-school gamers who worshipped the game, *Blaster Master: Blasting Again* will certainly take you back to your roots. It captures the feel of the original in many ways while taking the game into a 3-D environment. Fans of the series will certainly not be disappointed!



by  
Glen  
Hewitt

## LEAVING SOPHIA

There will be times when Roddy needs to leave SOPHIA in order to thoroughly explore an area that the vehicle won't fit into. Pressing the SELECT button will allow Roddy to leave his vehicle. More often than not, Roddy's departure from SOPHIA will be a necessity, certain events will take place inside small buildings or narrow caverns which will allow Roddy to unlock additional unexplored areas. Be careful when you are exploring without SOPHIA's aid, since Roddy's bio-suit doesn't absorb the same amount of damage that SOPHIA's armor can. You may find yourself in a pickle very quickly if your energy gets too low. If this happens, make a trip back to SOPHIA to replenish your energy bar and restart your trek.

## CONTROLLING SOPHIA

Learning to pilot and control your vehicle early in the game will help a great deal. SOPHIA has been upgraded and rebuilt since its last use. It's now a state-of-the-art piece of equipment. In addition to a normal blaster cannon mounted to its frame, SOPHIA now has a powerful pulse cannon, which you can use to deal out massive damage to enemies. The pulse cannon can be used in many different ways, depending on which specific weapon you are using at the time. To complement this, SOPHIA has improved jet thrusters underneath the body of the tank, allowing you to "jump" even higher and farther than before in order to reach new platforms and ledges. The controls are very similar to other *Blaster Master* games, with jumping and firing being the standard controls you must learn to use effectively. Since you are now in a 3-D environment, Sunsoft has added another unique feature to SOPHIA's repertoire: the ability to use thrusting jets to jump sideways. There are certain places in the game where this will be a necessary offensive or defensive maneuver. Spend a few minutes at the beginning of the game to learn SOPHIA's controls; this experience will pay off later.



## GAMEPLAY



As in the original *Blaster Master*, you will be in control of the awesome SOPHIA vehicle. You take on the role of Jason's son, Roddy, as you pilot SOPHIA through a massive 3-D underground environment and shoot your way through alien masses on the way to save the planet. You are not alone this time, your sister Effie is at home watching your every move. She sits behind a large super-computer, which she can use to give you information and advice when you most need it. She will help you throughout the game at key areas, giving you vital enemy information as well as giving you clues about reaching new areas. Basically, you have two mission objectives: Find the cause of the earth's problems and eradicate it, destroying any mutant scum you come in contact with along the way.

## EXPLORATION

In the true *Blaster Master* tradition, there is a ton of exploration to do. Several times over, you will find yourself wandering through the same parts of a level repeatedly in order to find some type of trigger that will let you proceed to a new area or boss battle. For example, you may find yourself stuck in an area where you need to have SOPHIA's "climb" option turned on in order to reach a ledge above you. Since you don't have this ability early in the game, you will have to remember when this particular spot was and return here after SOPHIA has been upgraded with the appropriate power-up. There will be times when you will have to navigate through the same five or six rooms in a level in order to accomplish a single objective.

## ICONS

There are several different types of icons that you will encounter throughout the game. Some restore energy while others power-up your weapons or refill your secondary weapon's energy supply. Most icons can be found by simply destroying enemies, shooting rocks (while travelling in SOPHIA), destroying small pieces of electrical equipment or even shooting metal crates (or Roddy while underground)... Just like in the original *Blaster Master*, some icons are hidden throughout the levels in crevices, while others can only be reached after SOPHIA has acquired the ability to jump higher or climb objects.

## POWER-UPS

Sometimes after you defeat a boss monster, Effie will ship extra parts to you that can be outfitted to your tank to give it extra abilities. Power-ups can help you in many ways; they can make enemies easier to kill (special weapons), give you extra protection (shields) or even add special abilities to SOPHIA's hull, such as the ability to climb. You must acquire these power-ups in order to progress through the entire game, if you find that you are stuck in a specific location, think about the last power-up item you received and how you can use it to travel to a previously-inaccessible area. For example: you may find that there are certain areas in a specific level that you just can't reach yet since you can't maneuver underwater or jump as high as you need to. Mark these places and remember them, then travel back to these specific locations after you have received the appropriate power-up.

## MAINTENANCE STATIONS



One of the most important items you will need to locate isn't actually a power-up or icon, but something completely different: the maintenance station. The maintenance station is extremely important for several reasons:

- ★ It replenishes SOPHIA's and Roddy's energy levels.
- ★ It acts as a protective shield from multiple enemies (they can't penetrate the barrier and will self-destruct if they try to run into it).
- ★ It acts as a service center when SOPHIA receives structural modifications (optional parts can only be installed here).
- ★ It's the only place where you can save your game! Look for maintenance centers when you can, as they become vital later on in the game. Also, it's usually a good idea to save your game when you reach one, as you never know when you may need to restart the level to backtrack.







# Blastor Master: Blasting Again

## BLASTS FROM THE PAST

Blastor Master has earned a small cult following since its original release some 13 years ago. Here's a list of all the Blastor Master games that were released in North America:



### Blastor Master

Nintendo Entertainment System, 1988  
Known as *Microlight* in Japan, the original Blastor Master was featured on the cover of the very first issue of *Videogame & Computer Entertainment*, the magazine which spawned *Tes & Teos*.



### Blastor Master Boy

Nintendo Game Boy, 1991  
There's a reason why Jason left SOPHIA behind to run around and detonate bombs in this game. Despite the name, it was never for its U.S. release. Blastor Master Boy is not really a Blastor Master game at all; it was actually a part of the Bomberman series in Japan.



### Blastor Master 2

Sega Genesis, 1993  
Developed in the U.K. by Software Creations, Blastor Master 2 was unable to duplicate the success of the first game, but it did feature the Blastor Master hallmarks of colorful graphics, smooth animation and hard-driving music.



### Blastor Master: Enemy Below

Nintendo Game Boy Color, 2000  
You may have missed it, but Sunsoft released this excellent version of the original game for portable play just last year. Known as *Microlight EX* in Japan, *Enemy Below* has an important feature that would have been very welcome on the NES: a password function.

## WALKTHROUGH

This section of the strategy contains what I like to refer to as an "event guide." A walkthrough of the entire game isn't really necessary and can even run the fun of fully exploring the game for yourself. I will, however, include a step-by-step sequence of events that need to be accomplished in order to reach the end of the game.

### Section 1

#### Ground Area



Practice controlling SOPHIA here, since there are relatively few enemies in this area. You may explore this area if you wish, but you won't be able to venture any further than a few adjacent rooms since you don't have the "Climb" ability just yet.

1. Take the west exit out of the first room.

★ Replenish your energy in maintenance station, save your game, then take the warp gate at north entrance to reach the Cave Area.

#### Cave Area

This is the first main area of the game. The cave area isn't very big, once you have your map up after exploring a bit, you will find your way around rather quickly. Your main objective is to locate and defeat the boss monster located somewhere in the cave. To do this, there are several tasks that need to be accomplished. You must first locate four switches that are scattered throughout the level. The switches remove four different electrical barriers, which guard the entrance to a building located deep within the cave. Within the aforementioned building you will find two power crystals. When these power crystals are activated (touched), the door leading to the cave boss will open.



2. Look for the first trigger statue in the back northwest corner of this room. Shoot it to remove the first of four barriers (purple barrier) from the underground building entrance.



3. Look for the second trigger in on top of a platform just above the east exit of this room and shoot it to remove the red barrier.
4. Once you are back here, look for the third trigger statue on the floor of the cave and shoot it to remove the green barrier.



5. The fourth and final trigger statue is located in this room, shoot it to remove the final blue barrier, then backtrack to the room where the entrance is located.
6. When you reach this point, exit SOPHIA and walk inside the building.

#### Underground Building Area

This is the first time you will be without SOPHIA, so use caution. Once inside the building, your primary mission is to locate two power crystals and activate them; this will open the door that leads to the boss monster in the cave area. Unfortunately, it's not easy! The door that leads to the second power crystal is guarded by an energy field which will need to be removed. When you find the generator that supplies power to the door, destroy it to access the door. If you get into trouble, press the START button once you are near the entrance and life will automatically transport you back to SOPHIA.



7. Look for the generator here; shoot it to disable it.

8. The first power crystal is in this room—simply touch it to activate it.

9. Take the elevator in this room to the top floor.

10. Once on the upper floor, you will find the second power crystal here.

- ★ Leave the underground building and return to SOPHIA.

#### Cave Area



11. When you reach this area you'll notice that there's no way to get across the bridge. You have to fall down to the room below you to locate the cube, which will restore the bridge in the room above.

12. After restoring the bridge, return to the previous room and jump across the platforms to reach the boss door.

#### Cave Boss Monster



This creature may not look like much, but you'll find out soon that it's packs a wallop! The Cave creature is a small, winged creature of four different types of attacks in a specific order: missiles, blue energy sparks, white plasma energy balls and a basic "back" missile where it rams its you. The most damaging and difficult attack to avoid is the missile attack, since the missiles "lock-on" to you and chase you until they hit the ground. To avoid this, wait for the missiles to almost reach you, then jump and thrust sideways several times. The other three attacks are easily avoided if you keep moving. Keep as much distance as you can between yourself and the lightning creature to give you ample time to react to its attacks. Repeatedly fire while jumping at the creature to score the maximum number of hits, all the while avoiding its attacks. When the creature turns red, it will only perform the "lock-on" attack, so be on the move and watch the giant lightning being go down in flames! Once it is defeated, a warp gate will open up, taking you to an intermission.





## Section 2

### Ground Area



protection against enemy attacks. Since Beehive's defeat, another warp gate has opened up in the ground area. Take the gate to reach the Water Area.

### Water Area

The Water Area overall is just slightly bigger than the Cave Area. It will, however, take you quite a bit longer to fully explore the Water Area.

Since SOPHIA has a hard time maneuvering underwater, your main goal here is to locate and destroy another lightning being deep in one of three underground buildings in the stage. To reach the underground building, find and trigger two control spheres somewhere in the water maze; they control the electrical barrier that bars entry into the building where the boss is located.



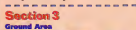
★ Backtrack to the lake-filled room and look for a trigger statue in the north corner near the east exit. Shoot it to remove one of the barriers that blocks the door leading to one of the underground buildings.



that there are two underground buildings here. Since there is still an energy field blocking the entrance to the building near the west exit, head into the building near the south exit first.

### Underground Building Area 1

Your mission here is to locate and activate a small control sphere; it controls the barrier that protects the entrance to the second underground building.



32. Now that the Water Area has been cleared of lightning beings, Effe will ship the optional parts to you that allow SOPHIA to Climb. Since you will now be able to scale cave walls and such, return here once you are back in the Ground Area to locate another open warp gate. Destination: Plant Area!

### Plant Area

Compared to the Water Area, the Plant Area is a bit smaller and will probably take you less time to complete. Your overall goal is to reach and defeat the lightning being that inhabits this area. To open the door leading to the boss' room, you must locate and activate several trapezoidal switches that are placed throughout the area.



33. After defeating the Cave Area boss, Effe will upgrade SOPHIA with some additional parts to power up the vehicle. Homing, Thunder and Field Guard. Homing allows you to lock on to a specific target, Thunder lets you shoot bolts of lightning from SOPHIA's secondary weapon and Field Guard provides extra

protection against enemy attacks. Since Beehive's defeat, another warp gate has opened up in the ground area. Take the gate to reach the Water Area.

14. You won't be able to cross through this room just yet; take the south exit for now.

15. You'll find a trigger cube in this room; shoot it to raise the water level in the previous room. Now you can cross to the other side.

16. In this next hallway you'll find the second trigger statue; shoot it to remove the second barrier.

17. When you reach this room you'll find

that there are two underground buildings here. Since there is still an energy field blocking the entrance to the building near the west exit, head into the building near the south exit first.

18. The first two switches are here in the room where you start, and doing so requires a bit of running around on your part. To open the door leading to the boss' room, you must locate and activate several trapezoidal switches that are placed throughout the area.

19. There's another computer here that controls an electrical barrier on the sub-level below. Knock out the computer and head for the energy source.

20. After you ride the elevator down to the basement floor, look for the room; the energy sphere lies here. Activate it, then head back out to the Water Area.

21. Make your way to this room and head into the second underground building.

22. The control sphere is located here—activate it, then head back out.

23. The boss' room is located in the final underground building, which sits in the southeastern corner of the level. Look for the entrance to the underground building near the west wall.

24. The first two switches are here in the room where you start, and doing so requires a bit of running around on your part. To open the door leading to the boss' room, you must locate and activate several trapezoidal switches that are placed throughout the area.

25. Look for the third switch in this robotic insect-infested room.



26. The fourth switch is in the northwest corner of this room.

27. Another switch lies here.

28. This room contains a switch which is guarded by three fence robots—concentrate on one at a time and use your special weapons repeatedly to defeat them.

29. Two more switches are in this room.

30. The final switch is here—watch for the multiple sentry towers placed throughout the room.

31. Make your way back to the starting point next and look for this platform near the east exit. Leave SOPHIA here and travel on foot through the east exit, then make your way to this room.

32. Now that the Water Area has been cleared of lightning beings, Effe will ship the optional parts to you that allow SOPHIA to Climb. Since you will now be able to scale cave walls and such, return here once you are back in the Ground Area to locate another open warp gate. Destination: Plant Area!

33. After defeating the Cave Area boss, Effe will upgrade SOPHIA with some additional parts to power up the vehicle. Homing, Thunder and Field Guard. Homing allows you to lock on to a specific target, Thunder lets you shoot bolts of lightning from SOPHIA's secondary weapon and Field Guard provides extra

protection against enemy attacks. Since Beehive's defeat, another warp gate has opened up in the ground area. Take the gate to reach the Water Area.

34. You won't be able to cross through this room just yet; take the south exit for now.

35. You'll find a trigger cube in this room; shoot it to raise the water level in the previous room. Now you can cross to the other side.

36. In this next hallway you'll find the second trigger statue; shoot it to remove the second barrier.

37. When you reach this room you'll find

that there are two underground buildings here. Since there is still an energy field blocking the entrance to the building near the west exit, head into the building near the south exit first.

38. The first two switches are here in the room where you start, and doing so requires a bit of running around on your part. To open the door leading to the boss' room, you must locate and activate several trapezoidal switches that are placed throughout the area.

39. There's another computer here that controls an electrical barrier on the sub-level below. Knock out the computer and head for the energy source.

40. After you ride the elevator down to the basement floor, look for the room; the energy sphere lies here. Activate it, then head back out to the Water Area.

41. Make your way to this room and head into the second underground building.

42. The control sphere is located here—activate it, then head back out.

43. The boss' room is located in the final underground building, which sits in the southeastern corner of the level. Look for the entrance to the underground building near the west wall.

44. The first two switches are here in the room where you start, and doing so requires a bit of running around on your part. To open the door leading to the boss' room, you must locate and activate several trapezoidal switches that are placed throughout the area.

45. Look for the third switch in this robotic insect-infested room.

46. The fourth switch is in the northwest corner of this room.

47. Another switch lies here.

48. This room contains a switch which is guarded by three fence robots—concentrate on one at a time and use your special weapons repeatedly to defeat them.

49. Two more switches are in this room.

50. The final switch is here—watch for the multiple sentry towers placed throughout the room.

51. Make your way back to the starting point next and look for this platform near the east exit. Leave SOPHIA here and travel on foot through the east exit, then make your way to this room.



## Section 3 continued



- ★ Look for the long bridge leading to the central island and take the door leading to a central pathway which connects two rooms. Be sure to save your game one final time here!
32. The entrance to the Plant Area boss' underground lair is in this room.

## Underground Building Area

The boss creature for the Plant Area resides in this Underground Area. To reach its room, you must find and destroy two computers which control an electrical barrier in the central hallway.



33. Look for the first computer here...

34. ...and the second here

35. Save your game here before you wait! Into the next room to confront the Plant Area boss monster.

## Section 4

## Ground Area



36. Unlike the past three levels, defeating the plant boss doesn't reward you with optional parts for SOPHIA. Instead, a new warp gate will open near the east wall that leads to the Lava Area.

## Lava Area

The Lava Area is by far the most complex area you have encountered thus far. There is a ton of backtracking to do, as well as several underground buildings to explore. Your mission is to locate and destroy the giant lightning being that inhabits this level, which is not an easy task. There are several things that must be accomplished in a specific order to reach the Lava Area boss monster's lair; getting there may take you several tries. Just remember not to monkey-stomp your PlayStation controller when you repeatedly fall into certain lava pits; take things slow at first to make it there in one piece.



37. Look for the green warp corridor in the center of the room and use it to reach the opposite end of the level.

★ Make your way to this room—it's the central room of the entire level, so you may be spending quite a bit of time here. There's a center pedestal here that activates the surrounding moving platforms; leave SOPHIA behind and take the southern route first.

38. Look for the entrance to the first underground building here.

## Underground Building Area #1



If you remember the giant room you just came from, you will notice that there are two more sets of moving platforms (to the east and west) and a gap without a bridge that leads north. You must find and destroy a specific piece of machinery which controls the east moving platforms.

39. Look for the control mechanism here.

## Lava Area



40. Transfer back to SOPHIA once you are outside of the building, then take the east set of moving platforms to reach this room.

## Underground Building Area #2



As in the last Underground Area, you must find and destroy a specific piece of machinery that acts as a control for the western platforms in the central room. Look for a door activation switch first in the northernmost room to make moving around a bit easier.

41. After you take the elevator down to the

lower floor, you'll find the equipment you are searching for in this room.

## Lava Area

- ★ Transfer back to SOPHIA again and guess where you have to go next...that's right! The west set of moving platforms!

## Plant Area Boss Monster



This boss creature is a bit different from the last two. It is characterized by being that weird animal the room. It transfers its essence into cube-shaped "exoskeletons" that it follows behind. The number that you fight is determined at the beginning of the battle. The boss initiates combat by leaving a smelly of gas that it leaves around the arena, the more exoskeletons it casts. The more exoskeletons the creature before, including it. When one of the cube-shaped exoskeletons takes enough damage, it will explode and its essence will be transferred into another one. The boss has three different types of projectile attacks: a white energy star-shaped beam, a multi-colored blue laser and a 360° short-pulse laser. The former two travel the entire screen length. Concentrate on locating which of the cubes contains the creature's essence, then fire like mad. When you get down to the last exoskeleton, use both your rapier weapon and gunfire to do maximum damage and destroy the boss with relative ease. After the battle is over, look for the warp gate in the center of the room and watch another full-motion video sequence.



This boss creature is a bit different from the last two. It is characterized by being that weird animal the room. It transfers its essence into cube-shaped "exoskeletons" that it follows behind. The number that you fight is determined at the beginning of the battle. The boss initiates combat by leaving a smelly of gas that it leaves around the arena, the more exoskeletons it casts. The more exoskeletons the creature before, including it. When one of the cube-shaped exoskeletons takes enough damage, it will explode and its essence will be transferred into another one. The boss has three different types of projectile attacks: a white energy star-shaped beam, a multi-colored blue laser and a 360° short-pulse laser. The former two travel the entire screen length. Concentrate on locating which of the cubes contains the creature's essence, then fire like mad. When you get down to the last exoskeleton, use both your rapier weapon and gunfire to do maximum damage and destroy the boss with relative ease. After the battle is over, look for the warp gate in the center of the room and watch another full-motion video sequence.



42. Look for the entrance to the last underground building here. Don't forget to activate the three bridge switches and save your game in the room!



## Underground Building Area #3

In this building you are looking for another piece of equipment which will activate the bridge in the central room that leads north.

43. Look for the equipment in this room.



## Lava Area

Now that the area leading to the Lava Area boss monster's room is open, you can make it there with little difficulty.

44. Look for the door leading to the boss monster's lair at the top of this room—jump up the rock and metal platforms to reach the entrance to the Underground Area.

## Underground Building Area #4

You must first deactivate two electrical barriers that block your path to the boss.



45. Go here first and destroy the computer so you will be able to pass through the long western hallway.

46. Next, destroy the computer in this room, allowing you to reach the northernmost room right next to you on the map and the elevator that leads up.

47. After you take the elevator up, head for this room, save your game and prepare to battle the lightning being in the next room.



This creature is a bit different from the last few, due to the fact that it goes through two stages of transformation before its demise. Each stage has different types of attacks and moving patterns, so learn these well before facing this monster.

**Primary Stage:** The creature likes to jump in and out of your attack range, during this stage it will fly up and down the screen. During this stage, the boss has three different types of attacks: multi-colored energy projectiles, blue sphere-shaped electrical projectiles and a "trampling" move where the creature basically just tries to run you down. The red projectiles are easily avoided; look for a giant bright red circle to flash from the creature's body just before it fires them. You only need to worry about the latter two types of attacks when the creature is close, so keep your distance until you've inflicted enough damage to send the boss into its second stage.

**Secondary Stage:** During this phase, the lightning being is a little more docile. The creature will basically just sit there and emit energy blasts until it takes enough damage and self-destructs. The lightning being's last attack consists of a giant explosion which will cause serious damage if you are anywhere close to it. When you see the creature turn bright red and begin to explode, back away and avoid the flames. When the monster is finally gone, look for the warp gate in the center of the room and take it to reach the Ground Area.



## Section 5



**48.** Back in the Ground Area, Effie immediately makes contact with you and tells you that she's shipping more optional parts for SOPHIA to you. The parts she sends allow SOPHIA to maneuver as a water vessel and transform it into a submarine. Looks like you are about to pay another visit to the Water Area!

### Water Area



**49.** If you remember your way around the water level, you will remember that there is a certain platform in a specific room that was unreachable. Since you now have the Submarine option installed, head back to this room, hop into the water, activate the Submarine option by holding down the  $\Delta$  button and take the north exit to reach the second stage of the water level.

### Water Area 2

When you enter this continuation of the water level you will be treated to another cinema scene. Your purpose here is to locate and destroy another lightning being somewhere in the level. This Water Area is about the same size as the last one with similar creatures throughout.



**50.** Head for this room first and look for a trigger statue on a dry piece of land at the top of the room. Shoot it to remove a barrier that sits in front of the underground building in this level.

**51.** Look for this room next. Shooting the trigger statue here will remove the other barrier in front of the underground building.

**52.** Take the back way around to this room and enter the underground building.

### Underground Building Area

Your purpose here is to find and destroy two generators that are producing an impassible current near the lightning being's lair outside. Destroying these generators will allow you to take on the boss.



This room contains a gurt refrigerating device which, when activated, freezes the water throughout the entire building.

**53.** Here is your first destination. Destroying this computer will allow you to eventually reach the generator room.

**54.** Head here next.

## Section 6



**56.** After you are transported back to the Ground Area, Effie will ship parts to you for SOPHIA, which will enable you to use the Boost option. Boost allows you to travel along the ground at high velocity, allowing you to escape enemies quickly or make long jumps not previously possible. As soon as Boost is installed, Effie reports that an energy source has just appeared close by and wants you to investigate. The source? The Cave Area!

### Cave Area



**59.** If you are familiar with the Cave Area, you will remember that there is a locked door in the first room that could not be opened. This door will open when you pass through the room and you will now be able to enter the adjacent Cave Area.

### Cave Area 2

As soon as you enter this area, the door leading out shuts behind you—and Effie informs you that it is a one-way door, so you must find another way out. When you boost over into the next room, you will be interrupted by a heartfelt scene in which Effie explains a few things about herself. This Cave Area is much larger than the first; you will have to do some backtracking in order to explore it all. Without a doubt, you will spend more time on this level than any previous level thus far. Another lightning being calls this area home, so it's up to you to find and defeat the creature.



**55.** Take the elevator here up to the top floor.

**56.** Destroy the two plant generators here, then make your way back to SOPHIA.

### Water Area 2



Now that the artificial water current outside of the lightning being's door is gone, it's time to pay a little visit to the master of this level.

**57.** Head back to this room and prepare to do battle!

### Water Boss Monster 2



This lightning monster is the most difficult creature yet, with tons of energy and powerful attacks at its disposal. Since each of its attacks depletes SOPHIA's energy level very quickly, you must learn how to recognize each attack and avoid it. The boss has four different types of attacks that it will perform in a specific order: homing missiles, red energy sparks, lightening energy balls, and blue homing energy balls. The homing missiles can be avoided in the same manner as the Cave Boss' attack. The red energy sparks can be a bit tricky, as the creature fires them in seemingly random directions toward you. The easiest way to avoid the sparks is to strafe to one side and continue throwing sideways.



until the boss has finished its attack. The next type of attack can also be easily avoided in the same manner. The blue homing energy balls are the most difficult to avoid. The creature will launch them from a full screen distance away, and the energy balls will continue to follow you until one of two things happens: either the creature will restart its series of attacks or they will smash into you. This last type of attack does major damage, so try to avoid it at all costs! You must take its energy level down rather quickly; if this creature lands more than six or seven attacks on your vehicle, you can kiss Roddy and SOPHIA goodbye! The best way to triumph is by using your lightning speed shot; this attack drains the creature's life rather quickly, so concentrate on depleting your entire meter on the boss. If you run out of your lightning shot, switch to your homing missiles and continue to strafe and fire until the being has just two energy bars left. At this point the boss becomes a giant mass of blue energy that tries to run you down and smash into you to cause damage. Continue to pummel the creature with all available weapons until its life force is depleted, then take the warp gate at the center of the room.



**60.** Head for this room first, on the way you will be treated to an intermission where Effie winds up missing.

**61.** Journey inside the underground building just in front of you to witness another noninteractive scene, then head back here. When you reach this room, another movie scene appears and you will gain the ability to open all of the sealed doors with your mother's pendant emblem on them.

**62.** Now that there are no restrictions in the Cave Area, feel free to explore and look for weapon power-ups... or simply head here to reach the lightning being's lair.

### Underground Building Area

As with the Cave Area preceding this building, there is a lot of backtracking to do. There are numerous energy fields blocking the way to the boss creature's room, so you will also have to locate a couple of computers to disable them on the way.



**63.** Take this elevator to the upper floor and destroy one of the computers here; this will allow you to move around on the lower floor a bit more freely.



## Section 6 continued



64. The second computer is in this room—destroy it, then head back to the elevator and take it to the upper floor.

65. Take the elevator back down to the first floor and make your way to this room to reach another elevator, then follow the path to reach the boss' room.

## Section 7



that leads to the Lava Area. Head back to the warp gate now.

## Lava Area



67. If you fully explored the lava region the last time you were here, you should remember an area that you could not reach before. The room lies adjacent to the starting point and to the north. When you enter this room, you'll see an exit leading out perched high above on a rock face. Use your hover option to reach this exit and exit the area to reach another section of the Lava Area. Be sure to grab the action meter prisms in the center of the room while hovering to give you an extra boost!

## Lava Area 2

Your main purpose here is to locate and destroy a large generator that sits deep within an underground bunker. Destroying the bunker will allow Eve to pinpoint the source of the Lava Area's problems, eventually allowing you access to the lava lightning being's lair.



68. Make your way to this room first and activate the trigger statue.

69. Look for the second trigger statue here.

70. The third trigger statue is in this long corridor.

71. Backtrack to this room to find the fourth trigger statue.

72. The underground building that houses the generator lies here.

## Underground Building Area

This Underground Area is by far the largest you have encountered yet; if you don't have your wits about you, you may get lost. The generator lies in a room near the westernmost corner of the first floor.



73. Look for the elevator in this room; it leads to the second floor.

74. Go here next and destroy the small computer in the room.

75. Take the elevator back down to the first floor, then go to this room and ride the elevator back up to the second floor.

76. Follow the path to reach this room and take the elevator back down to the first floor.

77. This room is your next destination; destroy the computer here.

## Cave Boss Monster 2



The creature that rules this level is the boss, one that you can only find in the great underground building. At first it appears that the boss may be invulnerable, but that's not the case at all. Although this peculiar lightning being is impervious to physical attacks, it does have a significant weakness: the glowing orbs throughout the room. The creatures will continue to run glowing orbs throughout the room until the room is practically full, then it will use the orbs as makeshift "missiles." It will then fire lasers or electrical energy into one of the orbs and the energy will reflect onto other orbs in the room, causing a giant spider web of deadly energy. The only way to defeat the creature is to attack the orbs; the more you destroy, the more energy the creature loses. Try to hit the orbs on the outer edge of the room first, as this will minimize the amount of damage you sustain by causing the deadly energy to be deflected away from you. Concentrate all your fire on one orb at a time until the lightning being's energy is depleted, then take the warp gate out of the Cave Area in the center of the room.



78. Make your way here next and take the elevator to the second floor.

79. Follow the path along to find another elevator that leads back to the first floor.

80. The generator sits along the west wall in this room; destroy it, then get ready to run for the exit.

★ After you destroy the generator, Eve tells you that the building will self-destruct in five minutes. Retrace your steps through the crumbling structure back along this path to make it out safely.

A. Take the first elevator up just past the destroyed save point.  
B. Follow the path to reach the second elevator and take it down.  
C. Go south one room, then west one room to reach another elevator that leads up.

D. Follow the path to reach another elevator and take this one down.

E. From the elevator, go south one room, then take the east exit.

F. You should now be back at the starting point; take the southern exit to make it out safely.

81. Make your way here next and prepare for some high-flying action!



This battle is a bit different from the previous ones you have fought, since it takes place in the hot SOPHIA engine room. In hover mode, your primary goal is to take on a fast-paced shooter perspective throughout the battle. The lightning being is extremely powerful, great care should be taken when fighting against it. All of its attacks (except for a rushing attack) are projectiles that will shoot from afar, whenever SOPHIA appears to avoid them. Most of the time the lightning being will stay out of the range of your extra shot attacks (the only one that works well is the normal extra shot so if you run out of extra shot power you will have to use your normal blaster). The lightning being has several different types of attacks at its disposal, but only a few cause massive damage. The first is a giant flame attack; when it turns around, watch for a deadly stream of energy to burst from the creature's engine. The second is an energy beam that comes from the three "arms" that are attached to the creature's body. When you see a swirl of green energy collecting near the monster's arms, stop SOPHIA into one of the extreme corners of the screen and try to avoid it. The last type of powerful attack is a rocket barrage. The creature will move very close to the screen, then fly behind you and let loose a flurry of missiles which do massive damage. Once again, watch for this and take one of the extreme corners of the screen to avoid its deadly attack. There's not too much strategy involved here, just continue pouring on the hot sauce with whatever means are available and do the best that you can to avoid the boss monster's attacks. When the creature has taken enough damage, it will perish in flames and fall into the lava below. After the battle you will find yourself back at the entry point to the second Lava Area. Make your way outside and back to the Ground Area.



## Section 8

Once you are safe and sound back in the Ground Area again, Eve contacts you and tells you to head to the center room just to your west. As soon as you reach the center room, Eve tells you that Kaiser is located in this room; to defeat him, you must remove the seal in front of the waterfall. She then tells you that she will activate the final warp gate, which happens to be located next to the gate that leads to the Lava Area. Head back there now and the warp gate will open, allowing you to travel to a different section of the Mant Area.

### Plant Area 2

This is by far the most complicated area; it will take some time to fully explore all of its twists and turns. To break the seal that leads to Kaiser, you must find and defeat all of the boss monsters that you have previously encountered—along with a couple new ones. Every time you defeat one of these lightning beings, one of the seal crests will be removed from the seal in front of the waterfall. The bosses are exactly the same here as they were before, and all strategies and tactics used to defeat them will work here as well. Here are the locations of the eight boss creatures:



- 84. The Water Area lightning being is here.
- 85. The Plant Area lightning being lies here.
- 86. Backtrack here to find the Cave Area lightning being.
- 87. This room houses the second Water Area boss.
- 88. Take this small passageway to find another plutonium creature. Note: This is the new creature that was mentioned before. The boss is relatively easy to defeat, just use your standard weapon and avoid its rushing attack by dodging.
- 89. Follow the path to reach the fork in the road to find the second lava lightning being.
- 90. Continue following the path to reach that room; the second cave lightning being is here.
- 91. The path ends in this room; enter the underground building in the room above.

### Underground Building Area

This building is even more confusing than the last, with multiple elevators, door triggers and electrical barriers to add to the confusion. Your goal is to eventually find and defeat the last lightning being that inhabits this level. Destroying this creature will allow you to finally battle Kaiser.



- ★ Head for the west exit first; this leads to a room and an intermission where you learn about the relationship between SOPHIA and Kaiser.
- 90. Activate the first red door mechanism in this room.
- 91. The green door mechanism, along with a save point, is here.
- 92. The second red door mechanism is here.
- 93. Look for an elevator in this room that leads you to the second floor.
- 94. Take the elevator here back down to the first floor.
- 95. Shoot the computer in this room to remove an electrical barrier on the first floor.



- 96. Take the elevator back up to the previous floor; then head here and take another elevator down.
- 97. Make your way next here (leave the green switch ON) and destroy the computer in the room.
- Head back to where you took the elevator down and ride it back up to the previous floor.
- 98. Now that the barrier is gone, go here and shoot the computer.
- 99. Take the elevator back down to the previous area, leave the red door switch ON and head here to destroy the final computer.
- 100. Trek back to the elevator one last time and take it back up; then head to the other elevator on the floor.
- 101. When you finally reach this room, save your game and prepare to fight another boss creature.

### Plant Boss Monster 2

This bat-like creature can be a nuisance, especially if you can't find a way to aim your weapon well. The creature will fire a laser beam out of its eye from a high altitude; there will drop down onto the platform and fire projectiles from its body. Avoid the laser and wait for the creature to get close to the platform; then open fire. Use both your weapon and rapalm to score the maximum amount of damage. After the first takes to the air, the next time it lands, the lightning being will fire blue projectiles; then rush toward you with talons open. Avoid the rush attack; wait for the creature to land, then keep an eye open for the beast to breathe fire. Avoid the flames and continue to fire of the bat-beast with fire until it takes to the air one more time. Watch out for its wind attacks and continue to pursue the beast until it decides to take to the air once again. Concentrate on avoiding the monster's powerful attacks and repeatedly flip on it when it gets close. A few rounds of the should be all it takes to reduce the creature to stumps. When the battle is over, take the warp gate out to the Ground Area; then make your way to the room where Kaiser awaits.

## Section 9

It's time for the final battle! Warm up your fingers and head for the center room in the Ground Area. After you have prepared yourself, you will witness another video scene in which Kaiser explains his reasoning behind everything.

### Kaiser



- 102. The battle with Kaiser can be extremely tough if you don't approach it correctly. Your most important weapons here will be the field guard, as it will cut on tons of damage with its circling shield. Be sure to have your field guard gauge completely full before attempting to battle Kaiser. Kaiser has several different types of attacks that he will use, all of which do roughly the same amount of damage. He has numerous energy projectiles, lightning attacks, earth attacks and even columnar energy that he will use against you. The easiest way to defeat Kaiser is to pummel him repeatedly from the ground (while avoiding his attacks) until he has lost his first few bars of energy. When this happens, activate your field guard and use your hover option to float up and down, toward and away, all the while raking Kaiser's body with your weapons if you happen to run out of field guard, switch to your normal extra shot and repeat the process. The biggest problem here is avoiding the damaging columnar energy, which Kaiser will distribute at will. There is no set pattern here, as Kaiser will use whatever energy attack he sees fit at the time. Avoid his attacks and continue to fly up and down while firing at the plutonium boss. There are six points on Kaiser's body that you should attack: two wings, two hands, the torso/upper body and the head. Concentrate your fire on the wings first, body and torso second, hands third and head last. If you use this method, Kaiser should be defeated within a few minutes and you will emerge victorious!

AUSTIN  
POWERSOh,  
Behave!AND  
Welcome To  
My Underground  
Lair!

Each of the two Austin Powers games for the Game Boy Color has over 100 different secret codes. Our cheat-code bloodhounds have sniffed out a complete list of codes that can be entered in each game...but we couldn't fit them all into our monthly Game Boy Tips section, so we're listing most of them here. The really valuable codes for Oh, Behave!—including a method of unlocking all of the special “gifts” and an invincibility code for the platform mini-game—can be found on page 70; check the Game Boy Tips section in our April issue for similar codes that work in Welcome to My Underground Lair!

Each of the codes on this page will give you some type of “secret message” when you enter them at the “FAB-DOS” screen (in Oh, Behave!) or the “EVIL-DOS” screen (in Welcome to My Underground Lair!). You must press B after entering a code to register it. Not all of the messages are worth reading, but here they are:

GROOVY  
FAB  
CRIKEY  
SHAG  
MOJO  
SQUARE  
RANDY  
OH BEHAVE  
CHESS  
DOMINATION  
HUMPING  
ACTIVATE  
GETINMYBELLY  
ZIPIT  
SSSH  
BUGGERY  
FART  
JUBBLIES  
JUDO CHOP  
O-RING  
MING TEA  
NERD ALERT  
SHAGUAR  
SHDRN  
TWIG  
TACKLE  
STARBUCKS  
CLDNE  
CLAPPER  
CRAPPER  
EPPSC  
LASER  
KREPLACHISTAN  
DIABOLICAL  
LIQUIDE  
MAGMA  
MEDW-MIX  
SMITH

JURGEN  
DON LUIGI  
OPRAH  
RICHE  
ASSASSIN  
HENCHMEN  
VANESSA  
FELICITY  
BASIL  
FAT BASTARD  
MINI-ME  
FRAU  
PATTY  
RANDOM TASK  
SHAGWELL  
KENSINGTON  
DR EVIL  
MR EVIL  
NUMBER 2  
ALOTTA  
IVANA  
BIGGLESWORTH  
BIG BOD  
BOLTON  
SCOTT  
FEMBDT  
HERR DOKTOR  
HUMPALOT  
FAGINA  
MUSTAFA  
AUSTIN  
POWERS  
RITA  
ROBIN  
SWALLOWS  
SPITZ  
UNIBRAU  
VIRTUCDN

VILMA  
VDLCAND  
WANGY  
WEINER  
PECKER  
SCRIBE  
MIKE MEYERS  
LAIR  
TRILLIONS  
1969  
1999  
69  
\$1000000  
KAJILLION  
BAJILLION  
ASS  
BAG  
NUMB-NUTS  
OZONE  
VULCAN  
QUASI  
ROADKILL  
SEA BASS  
SHAGTASTIC  
SHAGADELIC  
SWINGER  
HORNY  
STEVE MARSDEN  
DAN HOUSER  
CHRIS JONES  
RUSSELL EAST  
KEVIN GILL  
JAMIE KING  
MARK LLOYD  
NINTENDO  
WWF  
DTA  
LITA

HHH  
THE ROCK  
TRISH  
ECW  
WCW  
TAKE2  
RDCKSTAR  
HQ  
3:16  
LISA  
GARY SIMS  
JULIAN HODDY  
REDNECK  
NODDS  
DOSBOOT

The following codes  
are recognized by Oh,  
Behave! only:

NEWLINE  
OLDLINE  
MEDICINE  
RAT TRAP  
RATBAG

The following codes are  
recognized by Welcome  
to My Underground Lair!  
only:

MEAT HELMET  
LUGE LESSONS  
VACCINATION  
KNIEVEL  
KITTY

Three codes were left  
off the list because they  
were considered inappropriate  
for publication. They're  
nothing special, though.





# STAR WARS

## EPISODE I

# BATTLE for NABOO

BY PAT REYNOLDS

From Factor 5—the developer of the outstanding *Star Wars: Rogue Squadron*—comes a similar game set during the *Episode I* timeline. *Star Wars Episode I: Battle for Naboo* places you in the role of Lieutenant Gavyn Sykes, an officer with the Royal Naboo Security Force who is swept up in the Trade Federation invasion of the peaceful planet. Unlike *Rogue Squadron*, which featured only airborne vehicles (not counting the AT-ST bonus level), *Battle for Naboo* divides the action between ground-based speeders and spaceworthy starfighters. You'll also get the opportunity to leave the atmosphere of Naboo and take the fight into orbit during a few missions. The greater variety keeps the game fresh and each mission interesting. This guide will take you through each of the missions and offer gameplay tips and locations of hidden goodies. May the Force be with you!

## VEHICLES

*Battle for Naboo* allows you to take the controls of several different *Episode I* vehicles for combat on land, in the water and in the air. When you play the game for the first time, your choice of vehicles for each stage is extremely limited; these are listed as the default vehicles in the walkthrough on the following pages. After beating the game,

however, the selection will broaden considerably; for example, you'll be able to use any of the regular ground vehicles for ground-based stages. Clear the game with enough medals (see the post-walkthrough "Award Ceremony" section) and you'll also be able to use hidden vehicles like the AAT, Swamp Speeder and the Sith Infiltrator.



### SELECT CRAFT

FLASH SPEEDER  
VEHICLE: STUN, BLAST, MISSILE, SHOCK, SHIELD, SHOCK, SHIELD, SHOCK, SHIELD

### FLASH SPEEDER

Primary Weapon: Blasters  
Secondary Weapon: Missiles

Moderately fast and equipped with a standard blaster cannon and a limited supply of missiles, this is your basic vehicle for city-based ground combat.



### SELECT CRAFT

AAT  
VEHICLE: STUN, BLAST, MISSILE, SHOCK, SHIELD, SHOCK, SHIELD, SHOCK, SHIELD

### AAT

Primary Weapon: Blasters  
Secondary Weapon: Advanced Projectiles

The staple of the Trade Federation ground army, the AAT is a heavily armored powerhouse featuring a long-range explosive projectile that inflicts massive damage on any enemy in the area. Unfortunately, it is very slow-moving and therefore difficult to maneuver against speedy enemies. Here's a handy tip when fighting against stationary AATs in the game using a speeder. They have a blind spot where their blasters can't hit you. Position your speeder directly in front of the AAT and you'll be able to fire away while its shots pass harmlessly overhead.



### SELECT CRAFT

GIANT SPEEDER  
VEHICLE: STUN, BLAST, MISSILE, SHOCK, SHIELD, SHOCK, SHIELD, SHOCK, SHIELD

### GIANT SPEEDER

Primary Weapon: Blasters  
Secondary Weapon: Heavy Laser (unlimited)

Later in the game you'll get access to this rugged ground craft, which sports unlimited heavy laser shots and better armor than the Flash Speeder.



### SELECT CRAFT

HEAVY STAP  
VEHICLE: STUN, BLAST, MISSILE, SHOCK, SHIELD, SHOCK, SHIELD, SHOCK, SHIELD

### HEAVY STAP

Primary Weapon: Blasters  
Secondary Weapon: Missiles

The standard reconnaissance vehicle of the Trade Federation Army, STAPs are single-occupant speeders that fly just above the ground. The main advantages of the STAP are its incredible speed and excellent maneuverability. STAPs are lightly armed and armored.



### SELECT CRAFT

POLICE CRUISER  
VEHICLE: STUN, BLAST, MISSILE, SHOCK, SHIELD, SHOCK, SHIELD, SHOCK, SHIELD

### POLICE CRUISER

Primary Weapon: Blasters  
Secondary Weapon: Torpedoes

A bulkier version of the Naboo N-1 Starfighter, the Police Cruiser is your standard craft for low-altitude aerial battles. Capable of attacking both air and ground-based targets, this versatile fighter has a standard blaster cannon and torpedo armament.

## GAMEPLAY TIPS

If you've played *Rogue Squadron*, you'll be familiar with most of the gameplay and HUD displays in *Battle for Naboo*. You've got a radar display that shows nearby enemies (red dots) and friendlies (green dots) with a yellow directional cone pointing to your current objective/destination. The wider the cone, the closer you are to the objective. There's also a schematic of your current craft, the color of which indicates your level of damage. Green is good, yellow means you've suffered some damage, orange and red indicate heavy damage. You can also see the number of special weapons you have in stock. Factor 5 has added one new control element that wasn't in *Rogue Squadron*: the ability to execute tight turns. By holding the R button while turning, you'll swing around in a much tighter arc. This makes many elements of the game easier—you can navigate narrow areas much more smoothly and stay on the tail of enemy ships more consistently. You should practice using this ability and take advantage of it during the missions, as it will become very useful later in the game.





## WALKTHROUGH

After collecting medals and playing through the game, new vehicles and levels will become unlocked, depending on your skills. For each stage in the game, I've listed the initial vehicles (the ones you'll have access to the first time through) as well as the secret vehicles you'll unlock by beating the game and earning medals. Many levels have hidden technology items that you can pick up. I've noted

the locations of these items in the walkthrough. Once you have collected a technology, it becomes permanently attached to the relevant vehicle for future missions. For example, after getting the Advanced Bomb Technology, the Naboo Bomber will be equipped with Advanced Bombs instead of standard Bombs in all Bomber missions.

**Default:** Vehicle: Flash Speeder  
**Additional Vehicles:** Gian Speeder

### Stage 1: ESCAPE FROM THEED



This stage is very linear and quite easy. The bottle droids pose little threat; in fact, you can simply glow



Here's a hidden area, just past the first courtyard battle. On the far end of the street with the fountain, you'll see an AAT parked in an archway. Destroy it and enter the small area it was blocking to find the Advanced Shields Technology.



The final battle of the level takes place in this open area near the hangars. Take out the AAT first, then deal with the Droidekas. After all enemies are dispatched, you'll advance to the next stage.

through them rather than wasting time aiming and firing as you follow your commander's speeder through the city. You'll arrive in an open square and face Droidekas (Destroyer Droids) for the first time. Wait for them to stop and unfold, then open fire. Don't waste your rounds on these enemies; you'll need them for the AAB later in the level.



#### NABOO STARFIGHTER

**Primary Weapons:** Blasters  
**Secondary Weapons:** Torpedoes

The spaceworthy N-1 is the backbone of the Naboo Security Force. This versatile craft is capable of both atmospheric and orbital combat. It's more maneuverable than the Police Cruiser and is equipped with more powerful cannons and torpedoes.



#### NABOO BOMBER

**Primary Weapons:** Blasters  
**Secondary Weapons:** Bombs

Heavily armored and slow, the Bomber fires an air-to-ground version of the AAT's long-range projectile. This bomb causes splash damage over a large area and is excellent for taking out groups of enemies. Like the AAT, the Bomber is very slow and unwieldy against fast enemies. Luckily, its heavy armor allows it to take much more punishment than its swifter counterparts.



#### SITH INFILTRATOR

**Primary Weapons:** Blasters  
**Secondary Weapons:** Missiles

Darth Maul's vehicle of choice, the Infiltrator is somewhat slower than you'd expect, but it has a rapid-fire blaster which seems to inflict more damage on the other starfighters in the game.



#### TRADE FEDERATION GUNBOAT

**Primary Weapons:** Blasters  
**Secondary Weapons:** Advanced Projectiles

This is basically a waterborne version of the AAT, and only slightly faster. Only two levels in the game use this vehicle.



#### SWAMP SPEEDER

**Primary Weapons:** Blasters  
**Secondary Weapons:** Heavy Laser

This alternative to the Gunboat is available after clearing the game with Platinum medals on all stages. The Swamp Speeder is comparable to a water-based Gian Speeder, although it is faster. It also boasts unlimited heavy laser capability in addition to its standard blaster cannons.

### Stage 2: NEIMODIAN PLUNDER

**Default:** Vehicles: Heavy STAP, Police Cruiser  
**(switch mid-level)**  
**Additional:** Vehicles: Gun Speeder, Flash Speeder, AAT



be starting over. Try to save the locals (traveling in red hover cars) from the enemy.

This level starts with a pitched fight against hordes of STAP riding Battle Droids. Listen for Captain Kael to call for help and quickly destroy the STAP that's chasing him. As in the first level, you have to ensure that Kael lives through the stage or you'll



locate the enemies and take them out from a distance.

The second section of the stage takes place around a small farming community. Several enemy STAPs have the village surrounded and are pounding it with laser fire from stationary positions. You must take them all out before they level the structures. Use the radar to



Save your heavy weapons for the three AATs guarding this bridge. Take them head on and finish them quickly. You can enter the small hangar on the other side of the bridge and trade your STAP for a Police Cruiser.



Simply follow your radar and the level will end automatically.



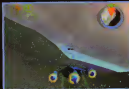
### Stage 3: NABOO BAYOU

**Default:** Vehicle: Police Cruiser

**Additional Vehicles:** Naboo Starfighter, Naboo Bomber, Swamp Speeder, Sith Infiltrator



The stage opens with several friendly houseboats under attack by Trade Federation gunships. There are three enemy boats you'll need to destroy before moving on to the next objective.



Next, you'll have to deal with a squadron of Droid Fighters. Get behind them and lead them slightly with your shots to guarantee direct hits.



Finally, several more Droid Fighters appear. Stay alert and clear your Captain's tail of enemy fighters whenever necessary. Destroy them all to move on to the next stage.

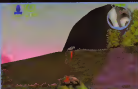
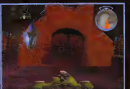
### Stage 4: SMUGGLER ALLIANCE

**Default:** Vehicle: Flash Speeder

**Additional Vehicles:** Heavy STAP, Gian Speeder, AAT



At the start of the level, you'll find another innocent homestead under attack by Trade Federation STAPs. If you defeat all of them before moving on to the next objective, the owner of the house will head out toward the mountains in his speeder. Follow him and you'll arrive at another building, where the man you saved will open a gate and allow you to get to the Advanced Missile Technology item inside the courtyard.



When you reach the smuggler's cargo ship, it's under attack by an AAT. Destroy it and the ship will start slowly making its way through the valley. You'll need to scout ahead, following the valley, and take out any AATs lying in wait for the smuggler. Destroy them before the ship comes into their range; it doesn't take many hits to destroy the smuggler, forcing you to re-play the mission. Only the AATs are a threat to the ship, so make them your highest priority and consider the enemy STAPs secondary targets. When you reach the land bridge across the valley, you'll need to destroy the final AAT (sitting on the bridge) to finish the stage.

### Stage 5: HUTT'S RETREAT

**Default:** Vehicle: Flash Speeder, Police Cruiser (switch mid-level)

**Additional Vehicles:** Heavy STAP, Gian Speeder, AAT



Near the start of the level, you'll find a hangar to swap the Flash Speeder for a Police Cruiser, but you don't have to make the trade; you can continue on with the speeder, but it makes the level more difficult. This walkthrough will concentrate on the Police Cruiser mission, although the requirements for completion are the same for either vehicle.



You must protect Borvo the Hutt's ship throughout the level. This means scouting ahead in much the same way as the previous stage and destroying any threats to the ship. The biggest threats are the stationary mines hovering directly in the path of the Hutt's ship. There are also Droid Fighters and stationary ground turrets to clear.



When you reach the base, a pair of AATs attack. They immediately target Borvo's ship and fire on it when it comes into range, so take them down quickly. Hurry around the bend and polish off the second pair of AATs waiting there, then deal with the Droid Fighters that join the party.



The battle at the N-1 factory throws a little of everything at you—Droid Fighters, AATs and turrets. Focus on the Fighters first, then the turrets. Finally, take out the tanks if they're still around (once in awhile your teammates will actually destroy an enemy!).



## Stage 6: DISRUPTION OF COMM 4

**Default Vehicle:** Naboo Starfighter  
**Additional Vehicle:** Sith Infiltrator

There's just one goal in this mission: Destroy the communication satellite, which is protected by three nearby shield generators. These are protected by blaster firing mines...and the whole area is swarming with Droid fighters. You'll need to destroy the shield generators before attacking the main target.



Once the shield is down, target the missile launchers on the communication satellite and destroy them first. Not only does this make your job a lot easier by eliminating a serious threat, but it also does a load of damage to the satellite. After destroying all of the launchers, the satellite will only be able to take a few more hits before exploding.

## Stage 7: GLACIAL GRAVE

**Default Vehicle:** Naboo Starfighter, Police Cruiser, Trade Federation Gunboat (mid-level)  
**Additional Vehicle:** Sith Infiltrator



The best advice for this level comes from the game's developers themselves: Stick with your squadron. There are two good reasons for this tactic. First, your teammates will aid in taking out the weapons-laden platforms, and draw some fire away from you. The other reason to stick with them is because they'll lead you through the large stage by taking the most direct route. Each platform generally has several blaster cannons and a large missile launcher, usually right in the middle. Take out the missile launchers first; they do the most damage and are the biggest threat. At the end of the level, enter the hangar and switch to the gunboat, then head through the opening in the wall to clear the stage.

Look for this area, near the end of the stage, with twin turrets guarding a secluded opening in the mountains. There's a heavily defended structure beyond the opening. Take out the defenses and then destroy the building. Fly through the ruins to get the Advanced Bomb Technology.

## Stage 8: THE ANDREVEA RIVER

**Default Vehicle:** Trade Federation Gunboat  
**Additional Vehicle:** Swamp Speeder



The first part of the level is fairly easy—just follow the river and destroy the floating mines from a distance. I generally ignore the shoreline turrets; stopping to target and destroy them results in getting hit more times than if you had simply raced by them. The level picks up when you reach the detention camps.

At the base, you'll have to take out two power generators (they are surrounded by "U"-shaped walls and guarded by turrets). Take them out quickly to avoid being damaged by the base defenses. A good tactic if you are having trouble locating the power generators is to line up your radar cone due north, then fire straight ahead as you face the shore. The radar indicates the location of the generators.

The base sends out a gunboat to alert the camps. Tail it and destroy it before it reaches the camp and you'll face less resistance once inside the camp area.

At the detention camp, you must clear out all of the anti-air turrets before your squad can provide air support. Follow your radar cone to each turret. Some are raised above ground level, so you'll need to manually aim high to hit them. Once they are all destroyed, the stage is clear.



### Stage 9: SANCTUARY

**Default Vehicles:** Trade Federation Gunboat, Naboo Starfighter (mid-level), Police Cruiser (mid-level)

**Additional Vehicles:** Swamp Speeder



Although this level starts on the water, you'll get an opportunity to wipe the gunboat for a starfighter near the beginning. Take out a few AATs with the gunboat before switching, though whatever damage the gunboat takes is wiped out when you switch to an N-1. Your main objective is to destroy the tunnel in the Illado, blocking off the AATs that storm the area. Next, take out all of the AATs already near the shore and clear the path for the houseboats to enter the hangar. The convoy switches to Flash Speedies in the hangar and heads into the hills.

Stay near the convoy as it heads through the hills. The AATs are the biggest threats, so shoot ahead a bit and take them out. There are also scads of Droid Fighters swarming the area, but they aren't much threat to the convoy, so concentrate on the tanks.

Near the end of the level, check your radar for a narrow band to the east of your northerly heading. Follow the path and you'll come to a secluded area with a large brown mountain standing in the middle. Fly around the mountain to find the Rapid Fire Laser Technology at the end of a runway.



### Stage 10: SEARCH OF CAPTAIN KAEI

**Default Vehicles:** Flash Speeder

**Additional Vehicles:** Heavy STAP, Gun Speeder, AAT



Follow your radar beacon until you reach the mining camp. Protect the main building from the attacking AATs. After they are all destroyed, some new information comes to light which makes you decide to destroy the mining camp.

Take out all of the turrets and the escaping transport vehicles. If you run low on shields, you can use the energy sphere inside the central mining building to repair them. After all of the turrets and escape craft are destroyed, it's off to find the Captain.

Droid Bombers are strafing the area around Kaeli's downed starfighter. Take them all down and the level is clear.

### Stage 11: BORVO THE HUTT

**Default Vehicles:** Naboo Starfighters, Police Cruiser

**Additional Vehicles:** Naboo Bomber, Sith Infiltrator



This stage opens with a battle against several of Borvo's starfighters. This is the toughest battle in the game so far—these guys can take a lot of punishment. After they are all defeated, you'll be able to continue toward the Hutt's docking base.

Take out the missile launchers, then concentrate on Borvo's ship. Hit it with all of your missiles first and then use your blasters. If your vehicle is destroyed, you'll respawn with a full complement of missiles, so put those to good use against Borvo as well. After about twenty missile hits—or a whole lot of blaster fire—the level will end.

When you reach the area with the Hutt's ship, look for an opening in the hills opposite of your entry point. Fly through and head to the left. You'll see an island with a grove of trees. Fly into the trees to get the Homing Torpedo Technology.



**Stage 12: LIBERATION OF CAMP 4**

**Default:** Vehicle(s) Naboo Starfighter, Heavy STAP (mid-level), Gian Speeder (mid-level)  
**Additional Vehicle(s):** Police Cruiser, Naboo Bomber, Sith Infiltrator



The level starts with more dog-fighting against Trade Federation fighters. Help your squad protect the innocent farmers by driving off the Droid Bombers and other enemy vehicles in the area.



After clearing the area around the hangar of enemy fighters, you'll automatically switch to a Heavy STAP. Follow the transports into the prison compound.



Follow the incline up the hill to the second walled compound. Destroy the shield generator to the left and enter the compound. Blast the building with the large door to release the prisoners. Follow the speeder the prisoners take to the next area. Switch to a Gian Speeder in the hangar nearby.



This is the main prison area. Break all of the remaining prisoners out of the buildings, then take out the shield generators so they can escape. Protect their speeders by taking out any AATs that appear



your way back down to the prison compound and exit through the main gate.

The last section of the level is the toughest, because it's hard to see the final generator. After your air support blasts open a wall in the area with the tanks, head into the new section and look for a sloping route at the far end of the area. Follow this path up into the mountain and you'll find the last shield generator. Destroy it and the look around for a path leading up into a narrow valley. Follow this path and you'll find Advanced Laser Technology. Now carefully make

**Stage 13: THE QUEEN'S GAMBIT**

**Default:** Vehicle(s) Gian Speeder, Naboo Bomber (mid-level)  
**Additional Vehicle(s):** Heavy STAP, Flash Speeder, AAT



Destroy all of the STAPs at the start of the level and you'll see a noninteractive cut scene. You'll have to stop a Trade Federation convoy from reaching its destination. The convoy drops a giant pillar across the path if you try to follow it, so backtrack and take the high road.



You'll reach an airbase that's under attack by the enemy. Take out the AATs, then switch to a Naboo Bomber in the hangar.



The AATs in the convoy will fire on you, so take them out with your bombs as you follow the convoy.



You're charged with slowing the convoy while your teammates place explosives on the bridge. Fire on the pinnacles of rock that line the path of the convoy. They'll collapse and slow the advancing convoy. When the convoy reaches the bridge, you must manually blast the detonator to cause the explosion and clear the stage.

**Stage 14: PANAHA'S DIVERSION**

**Default:** Vehicle(s) Gian Speeder  
**Additional Vehicle(s):** Flash Speeder



The first goal of this fun mission is to rescue a part of your group that is pinned down by two AATs and two Droidekas. Race through the streets, blasting the chain barriers that block the path. Like the first stage, you can simply ram Battle Droids to destroy them rather than stopping to fight. When you reach your teammates, you'll be behind the AATs, so rip into them and clear the area.



When you reach this courtyard, you'll have to fight off waves of AATs and Droidekas until your reinforcements arrive. Keep moving and target the tanks first.



Next, follow the commando vehicle and protect it while the commandos destroy the metal door in the next area. There are a lot of Battle Droids in the area to clear out, and a couple of Droidekas. After the door is blasted, head through the opening into the next area.



Stop just before the archway (on Panaka's signal) and attack the tanks when he gives the command. After all of the tanks are destroyed, the stage ends.



## Stage 15: BATTLE FOR NABOO



This is it, the last level of the game (excluding the secret stages). Battle for Naboo puts you squarely in the middle of the final scenes from the movie, piloting an N-1 in the attack against the Trade Federation Droid Control Ship. The stage begins with an intense dogfight against waves of Droid Fighters. The Homing Torpedoes really come in handy during this fight; I hope you grabbed them back in the Borvo the Hutt stage.



After all of the Droid Starfighters are gone, your squadron will approach the Control Ship. First, destroy the three remaining tractor beam generators located at the ends of the ship's "arms;" they are easily recognized by their red lights.



Next, look for the shield generator. It's behind the large central sphere, with a red light similar to those on the tractor beam generators. It's guarded on each side by a bank of three heavy laser turrets. Try to take out at least one bank of lasers, then concentrate your attack on the shield generator from the unguarded side. You'll see the generator begin to spark as you wear it down. After it's destroyed, Anakin does his thing and the game's over! Well, unless you got enough medals to unlock the hidden stages, that is...

## THE AWARD CEREMONY

Every level in *Battle for Naboo* has requirements you must meet to earn one of four medals upon completion. The medals are, in order from lowest to highest, Bronze, Silver, Gold and the elusive Platinum. If you earn a medal, the post-mission status screen will show you the requirements needed to gain the next highest medal, except for Platinum. The requirements for those medals are hidden, but are very strict. For example, most stages require that you not lose a single life, have a very high hit percentage and a high enemy destroy count, as well as completing the mission within a certain time limit. Here's what the medals unlock for you after completing the game:

### All Bronze

Hidden Stage 1: Trade Federation Secrets

### All Silver

Hidden Stage 2: Coruscant Encounter

### All Gold

Hidden Stage 3: The Dark Side

Sith Infiltrator is unlocked (air missions)

### All Platinum

AAT and Swamp Speeder are unlocked (ground and water missions, respectively)

## PASSCODES

Here are some passcodes to make the game easier, harder or just more interesting. Enter them at the passcode menu that's accessible from the options screen.

**R U A G I R L ?**—Your vehicle is pink...and I'm pretty sure Darth Maul would love a bright pink infiltrator.

**T A L K T O M E**—Listen to audio commentary from the developers while you play the game. Very cool.

**D R O I D E K A**—Gives you Advanced Shields.

**P A T H E T I C**—Unlimited lives.

**K O O L S T U F F**—Unlocks the Showroom, accessible from the main menu.

**N A S T Y M I D E**—Makes the game more difficult.

**L O V E H U T T**—Shows a picture of the people involved in bringing out this game.

**E W E R D E A D**—It takes only one hit to destroy your vehicle. Experts only.



## Hidden Stage 1:

### TRADE FEDERATION SECRETS

Default Vehicle: Naboo Starfighter



Defend a settlement that is under attack by a Trade Federation full-scale invasion force. STAPs, AATs and Droid Fighters swarm the walled compound from all sides and you must fight them off!

## Hidden Stage 2:

### CORUSCANT ENCOUNTER

Default Vehicle: Naboo Starfighter, Police Cruiser  
Additional Vehicle: Sith Infiltrator



Hunt Darth Maul through the winding alleys and tunnels of Coruscant. Lie on the lookout for another hidden technology deep in the tunneling underbelly of the city...

## Hidden Stage 3:

### THE DARK SIDE

Default Vehicle: Sith Infiltrator



And now, the moment you've been waiting for. Take control of Darth Maul's Infiltrator and lay waste to the Naboo forces while protecting the Trade Federation's army. The infiltrator's twin blaster cannons have a very fast rate of fire and are excellent for decimating the enemy forces. Enjoy!

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by  
Ara Shorinian

## PHANTASY STAR ONLINE

**P**hantasy Star Online is the first multiplayer online RPG ever made for a console game system. It doesn't have the massive depth of some of its PC counterparts like Everquest; creating a game like this on consoles is much more restrictive than on the old PC. However, within the confines of the Dreamcast hardware Sonic Team has done remarkably well. In this strategy, you'll find useful information for both online and offline parts of the game.

### CHARACTER CREATION



three different varieties of humanoid—nine types to choose from in total. Broadly speaking, it doesn't really matter much which character type you decide on. Each one has his or her own advantages and disadvantages, and no one is better overall than the others. However, depending on your playing style and preferences, you might be more comfortable with a specific type. Here's a brief comparison of your options:



#### Hunter

Hunters are poor at using techniques. Their HP is relatively high and their attack accuracy is average. They cannot use Rifles, Shotguns or any type of Cane. Hunters are best for short-range battles against a medium number of enemies.



#### Ranger

Rangers are also poor at using techniques. Their attack accuracy is the greatest of the other professions, but their attack power is slightly less than that of the Hunter. They cannot equip any type of Sword or Cane. Rangers are best for long-range battles against a small number of enemies.



#### Force

Forces are the most skilled in using techniques, but all their other attributes are diminished. They also use up TP very quickly, so maintaining this kind of character is more time-consuming and expensive than the other types. They cannot use Rifles, Shotguns or any type of Sword. What's more, they also can't equip Armors or Shields (the advanced types of Guards). Forces are best for medium-range battles against a large number of enemies.

#### Humanoid Types

In general, Newmans are better suited for technique use than Humans. Androids cannot use any techniques at all. However, their attributes are greater than Humans and Newmans in almost all other categories.

### Character Summary

Abbreviation	Profession + Humanoid Type	HP	Hit	TD	TP	AC	AD
HUmar	Hunter + Human (male)	4	3	1	1	3	3
HUnewear	Hunter + Newmnan (female)	3	3	1	2	3	3
HUcast	Hunter + Android (male)	5	3	0	0	3	4
RAmar	Ranger + Human (male)	3	4	1	1	4	2
RAcast	Ranger + Android (male)	4	5	0	0	3	3
RAcastel	Ranger + Android (female)	4	5	0	0	4	2
FOmarl	Force + Human (female)	2	2	4	4	2	1
FOnewm	Force + Newmnan (male)	2	2	4	5	1	1
FOnewm	Force + Newmnan (female)	2	1	4	5	2	1

### SECTION ID

After you create a character, a Section ID will be assigned to you. The significance of this isn't known, but the type of ID you obtain is derived from the name you assign to your character. How? Each character in your name corresponds to a number, as described in the table below. A space corresponds to the number 2.

Section ID	Number	Characters
	0	{ 2 < F P 2 d n x
	1	) 3 G Q [ * o y
	2	* 4 > H R f p z
	3	+ 5 7 i 5 ] g q {
	4	" . 6 0 j T ^ h + }
	5	# - 7 A K U _ i s l
	6	\$ . 8 B L V j t -
	7	% / 9 C M W a k u
	8	& @ : O N X b i v
	9	' 1 ; E O Y c m w

When you decide on a particular name, look up each of the characters in that name and find the number associated with it. Then add the numbers up. Next, look at only the rightmost digit of the sum. That digit corresponds with one of the ten Section IDs.

#### Example



Let's make a character called "Tips&Tricks". What Section ID will it get? Well, according to the table, those are the numbers associated with each character in the name:

T	i	p	s	&	T	r	i	c	k	s
4	5	2	5	8	4	4	5	9	7	5

So,  $4+5+2+5+8+4+4+5+9+7+5=58$ .

The rightmost digit in 58 is 8, so our section ID will be Yellowboze. Try it out for yourself!



## PLAYING ONLINE



When you're online, most of the mechanics of the game are identical to the way they work when playing offline. However, there are a few important differences. Since data is being transferred

over large distances, a phenomenon called "network latency" begins to take effect. This is more popularly called "lag," and it can manifest itself in a number of different ways that are sure to confuse if you're not cognizant of it. However, different times in PSO have different priorities of latency programmed into them.

When the latency is low, everyone playing will see the same objects on their screens in the same order at the same time. Things that automatically have low latency no matter what include the appearance/picking up of items, chat balloons and sometimes the movement and state of your teammates. Because the latency is forced to be low, you might experience delays of seconds or longer when it comes to action regarding these things.

In the interest of keeping the game running at an acceptable rate, when the latency is high the game allows the action on every player's screen to diverge from each other instead of delaying what you experience to ensure that everyone sees the same thing. Things that automatically have high latency no matter what include the movement and state of enemies, plus the movement and state of your own character.

A side effect of this is that you might see your friend standing point-blank at an enemy, shooting away and taking hit after hit without losing HP. On the other hand, you might also see him just fall down from a blow when the enemy isn't even nearby. The reason for this is that on his end, the battle isn't necessarily progressing in exactly the same way. It's not because he has some super secret armor that you don't.

## TELEPIPE LOOPS



Whenever you lay down a Telepipe, it will remain in its original state indefinitely unless you do one of two things: You return through it from Pioneer 2 (which will cause it to disappear) or you create another Telepipe (which effectively just moves it). However, if there are at least two players who can create Telepipes, you can set up a "loop" that will never disappear if everyone's careful. Each of the four players on a team is assigned a different color, which is displayed on the map and also next to their name. Any Telepipe you create will also be of your color. To create a Telepipe Loop, just have two players lay down Telepipes near each other. When you or any player travels to Pioneer 2 and back, just use a Telepipe that's of a different color than yours. Because no one will be returning through their own Telepipe, they'll never disappear!

**POWER-LEVELING UP**  
If you're a low-level character, travelling with a group of very high-level characters can be a great way to increase your levels at a rapid pace and obtain lots of items. You don't need to actually kill enemies, all you need to do is hit them. You'll obtain experience as long as you've contributed in some way (however small) to defeating any enemy.

## THE DARK SIDE OF ONLINE...

While I'm printing quite a nice copy of PSO online's work, in reality not everyone will hold to the ideals that I've described. Some people won't want to talk to you, some won't want to share information, some will kill if you are items that seem really good but turn out to be useless. Some will even want to kill you, then steal your weapon and munny. When talking to strangers online, it's important to be aware of this. However, that doesn't mean that you have to simultaneously be discourteous. But you can take a couple steps to protect yourself.

## WHY USE INTERNET TIME?

Phantasy Star Online uses Swatch's Internet Time system. The unit of measure is called a "beat". There are 1,000 beats per 24 hours, so each beat is equivalent to 1 minute and 26.4 seconds. This system is based on Biel Mean Time (BMT), which establishes the meridian at Swatch headquarters in Biel, Switzerland. In Biel, 0000 is midnight and 0500 is noon.

Why use Internet Time? Think of it as a special time zone for PSO where time is identical no matter where players are in the world. However, it's hard to know what the current Internet Time is just by looking at a regular clock. The table below shows the Internet Time for all the time zones in the continental United States for different times of day. If you've agreed to meet your friend at a certain time in beats, just look at the column that corresponds to your time zone and the row that corresponds to the Internet Time to find the equivalent Standard Time.

Internet Time	Standard Time			
	Pacific (Los Angeles)	Mountain (Phoenix)	Central (Dallas)	Eastern (Atlanta)
0000	3:00 PM	4:00 PM	5:00 PM	6:00 PM
0100	5:24 PM	6:24 PM	7:24 PM	8:24 PM
0200	7:48 PM	8:48 PM	9:48 PM	10:48 PM
0300	10:12 PM	11:12 PM	12:12 AM	1:12 AM
0400	12:36 AM	1:36 AM	2:36 AM	3:36 AM
0500	3:00 AM	4:00 AM	5:00 AM	6:00 AM
0600	5:24 AM	6:24 AM	7:24 AM	8:24 AM
0700	7:48 AM	8:48 AM	9:48 AM	10:48 AM
0800	10:12 AM	11:12 AM	12:12 PM	1:12 PM
0900	12:36 PM	1:36 PM	2:36 PM	3:36 PM

## ONLINE ETIQUETTE

When you set up your team online, all four participants should agree on a set of rules to abide by. Below are a number of suggestions to follow. You certainly don't have to listen to this advice, but I do recommend it to make your online experience as smooth and equitable as possible for everyone. The following rules are not built into the game, but they address very common situations. In all kinds of online games, rules like the following eventually are established by the players themselves out of necessity. The key to online success is sharing information, and the only way that can be accomplished is through honesty and cooperation.

### No Stealing

Whenever a player dies, they will drop their meseta and equipped weapon. Don't steal them! Remember, they will be able to see you take the items, and they probably won't even want to play with you again.

### Stick Together

Before adventuring, your team should decide if all players must progress from room to room together or not. If you want to apply this rule, then you can also decide on some more rules, including...

### Enemies First

If your team agrees on the "Enemies First" rule, it means that no one can pick up any items in a particular room until all the enemies there have been destroyed. It's rude to run around picking up items while your teammates are trying to stay alive.

### Free-For-All

If your team follows this rule, it means that anyone can pick up any item as long as they get to it first. It's not very fair, and it involves no communication. However, the game will be very fast-paced if you play like this.

### Pick-Up on Agreement

If your team decides on this rule, it means that no one can pick up an item unless everyone agrees on who can have it. A lot of talking and communication is required and it will really make the progress of the game much slower. Sometimes it's useful to apply this rule to only rare and valuable items.

### Loot Order

This is a good compromise between the two above rules. The team sets up a specific order in which players can pick up items. For example, red player gets first choice of all the items in any particular room, then green gets second choice, then blue and finally yellow. In the next room, the order rotates so that green player gets first choice, then blue, yellow and finally red. If you establish a loot order, everyone has pre-determined rights to an equal number of items. It can resolve a lot of arguing over the spoils of battle.

### Get Their Guild Card

Before adventuring with someone for the first time, make sure to exchange Guild Cards. It's more important for you to have theirs than their other way around, but it will seem strange and possibly suspicious to the other player if you don't reciprocate the action. This, at least, will give you a method of sending messages to the person if they've taken something from you.

### Know Your Limits

You should know what kinds of situations and areas are easy for you to fight in and which ones are life-threatening. When you're adventuring with a stranger, if you really want to be safe, don't go anywhere with them where you think you may be killed. If your character doesn't die, that's no opportunity for theft to take place. If you want to tackle a really tough part of the game, adventure with those who you trust the most.



## HOW TO NOT LOSE ALL YOUR ITEMS

Whether you're playing online or offline, it's very crucial that you don't do certain things or your character may lose all items, including your MAG and items stored in the Check Room. Here's a list of don'ts:

While you're in the middle of a P50 game:

- Never open the Dreamcast's lid.
- Never soft-reset the Dreamcast by holding A, B, X, Y and pressing START.
- Never remove a VMU.
- Never unplug your controller.
- Never unplug or otherwise interrupt the phone line.
- Never turn off or otherwise interrupt the power.

If any of the above occur, you'll get this "message of death" when you try to continue your game. Your character will retain his or her level, experience points and game progress, but that's about it.

## GAME FLOW



You don't really have to play any Hunter's Guild jobs at all if you don't want to. However, they do give you an opportunity to build up your character in a more interesting way.

If you want to complete all the jobs, the game will progress like this:

1. Complete all Hunter's Guild jobs in the Forest.
2. Go to the Forest without accepting a Guild job and defeat Dragon.
3. Talk to the Principal on Pioneer 2.
4. Complete all the new Hunter's Guild jobs in the Cave that have appeared.
5. Go to the Cave without accepting a Guild job and defeat De Rol Le.
6. Talk to the Principal on Pioneer 2.
7. Complete all the new Hunter's Guild jobs in the Mine that have appeared.
8. Go to the Mine without accepting a Guild job and defeat Vol Opt.
9. Talk to the Principal on Pioneer 2.
10. Return to the Forest without accepting a Guild job. Find and activate the tall column.
11. Return to the Cave without accepting a Guild job. Find and activate the tall column.
12. Return to the Mine without accepting a Guild job. Find and activate the tall column.
13. In the hallway immediately beyond the Monitor Room, continue past the now open barrier to the Ruins.
14. Complete all the new Hunter's Guild jobs in the Ruins that have appeared.
15. Go to the Ruins without accepting a Guild job and defeat Dark Falz. You've finished the game!

Usually, after completing any Guild job you won't be able to play it again. However, after completing all jobs, the previously finished ones will become available. After finishing the game, you'll be able to access the "Hard" difficulty setting. Furthermore, once you finish the game in Hard mode, the "Very Hard" difficulty will become available.

## SECRET QUESTS

Once you've unlocked all of the Hunter's Guild jobs, there are some secret quests you can go on. Have you ever noticed that on some Guild jobs certain people that aren't normally around appear on Pioneer 2? Some of those people hold secrets, and they'll only reveal them to you if you've spoken to a particular person beforehand or if you're carrying a particular item. We'll reveal one quest right here, but there are more remaining to be found!

### The Secret Organization, "WEAPONS"



First, accept the "Secret Delivery" job. Talk to the guy in purple. When he asks you a question, answer "I!" to him both times. At the end of the conversation, he will give you a "WEAPONS EMBLEM." However, it won't appear anywhere in your inventory. Now, you must successfully finish the job. If you cancel the job, you'll have to start over.



Next, accept the "The Lost Bride" job. Talk to the soldier in green and blue standing near the Check Room. When he asks you a question, answer "Enthraheim." At the end of the conversation, he will give you approval. Now, successfully finish this job again.

### SELECT A MURDER CASE



Even if the game seems like it has frozen while you're online, don't panic. Wait for 10 or even 20 minutes if you have to. Your patience will be rewarded. Often, if you wait long enough the game will return to some functional state and it will save your progress automatically without your intervention. In any case, if you do

intervene the only thing you can really do is one of those actions listed above, and that will almost surely spell disaster. The only guarantee that your save file stays intact is if you select "Quit Game," and then turn the power off only at the title screen or opening sequence.

## OFFLINE HUNTER'S GUILD JOBS

Jobs are listed roughly in order of appearance. Some will only appear after completing previous ones. You must defeat the boss of a particular area before the jobs relating to the next area become available.

Job Name	Reward (Meseta)	Client	Area
<b>FOREST</b>			
Magnified of Metal	500	Garon, Trader	Forest 1
Claiming a Stake	700	Kucko's son	Forest 1
Battle Training	500	Zied	Forest 1
Journalistic Pursuit	1,200	Nof, Journalist	Forest 1, 2
The Fake in Yellow	400	Guf's Assistant	Forest 1
Native Research	2,500	Alicia	Forest 1, 2
Grin Squall	1,000	Travel Agency	Forest 1, 2
Forest of Sorrow	1,500	Alicia	Forest 1, 2
<b>CAVE</b>			
The Value of Money	300	Gaz's Wife	Pioneer 2
Addicting Food	1,500	Trukin	Cave 1, 2, 3
The Lost Bride	2,500	Ciel, Force	Cave 1, 2
Secret Delivery	4,500	Simons	Cave 1, 2
The Grave's Butler	3,500	Maths Grave	Cave 1, 2
Waterfall Tears	1,000	Knee	Cave 1, 2
Black Paper	2,000	Knee	Cave 1, 2, 3
<b>RUINS</b>			
Knowing One's Heart	3,500	Ely Furon	Mine 1
Dr. Oslo's Research	5,500	Three scientists	Mine 2
Unopened Door	5,500	Three scientists	Mine 1, 2
<b>RUINS</b>			
Deck Secret Plan	9,000	Dr. Montagus	Ruins 1
Seek My Master	6,000	Shino, Android	Ruins 1, 2
From the Depths	4,000	Irene, Secretary	Ruins 2, 3



Next, accept the "Value of Money" job. Talk to the guy in blue. He won't ask you any questions. After the conversation, successfully finish the job.



Next, accept the "Grin Squall" job. Talk to the girl in purple standing outside of the Shopping District. After the conversation, successfully finish the job.



Next, accept the "Claiming A Stake" job. Talk to the small kid standing outside of the Medical Center. After the conversation, successfully finish the job.



Finally, accept the "Secret Delivery" job again. Talk to the same person you spoke to the very first time. Now, go and talk to the woman standing near the Check Room. She'll give you a special weapon! You don't have to complete this job again to keep it.



## ENEMIES

## Enemy Types

All enemies within some areas of the game (even bosses) will have specific attributes. This information is useful to know because some weapons may have a particular strength or weakness against a certain enemy attribute. In the second page of any weapon information screen, a percentage will be displayed next to the four possible enemy attributes. A positive percentage means your weapon is extra-effective against that type of enemy. A negative percentage means the opposite. For all practical purposes, you can add the percentage to your ATP to see how much better that weapon really is against a certain kind of enemy.

## Example



Suppose we have a Launcher which has a -5% next to the A Beast type. This means that for only enemies in the Cave area, you'll inflict 5% less damage than normal.

Here's the correspondence between area and enemy type:

Area	Enemy Type
Forest	Native
Cave	A Beast
Mine	Machine
Ruins	Dark

Remember, no one kind of weapon is intrinsically better or worse for any enemy type. The percentages are randomly distributed among all weapons, so you'll have to inspect each one on an individual basis.

## ENEMY CATALOG

Here are all the enemies in the game, along with some useful information. The "EXP." column denotes the number of experience points you get for defeating each enemy. However, if you're playing online and you defeat an enemy with the help of some other players, the experience points you receive may be reduced. Not included here are extremely rare enemies that appear randomly. See if you can find Al Rappy, Hideblue, Nar Uly, Pouilly Slime, Dubwitch and Death Gunner! Finally, the following is only applicable to the Normal difficulty setting. If you're playing in Hard or Very Hard mode, you'll obtain much more EXP. and enemies may behave differently.

## FOREST



## CAVE



## MINE



## RUINS





## BOSSES



There's one boss for each of the four areas of the game. Whenever you see the large red transporter, you'll know a boss is waiting for you on the other side. It helps to use a Telepipe just before entering the boss room; that way if you die you can quickly return to the boss without having to walk through the entire area over again. Fighting these guys is dangerous in general, because once you pass through the transporter, the only way out is to either die or win the battle. You can't use a telepipe! All bosses behave predictably, though, so whenever you're about to face one for the first time alone, I suggest you transfer all your meseta to the Check Room and equip a weapon you can afford to lose. This way you can concentrate on learning its patterns. All of the bosses seem much more intimidating than they really are.

### Forest Boss: Dragon

- Do not attempt to battle Dragon unless your level is above 31.



Dragon will sustain damage if you hit almost anywhere on its body. If you strike its feet, it may collapse for a few moments, giving you an opportunity to inflict even more damage. The worst places to stand during the battle are right in front of its face and right at the rear. From the front, he spews powerful flames. From the rear, his tail can strike you with just as much force. Fortunately, Dragon is slow to turn. Walk around him and attack only from a safe position. If you have an ice elemental technique, it will work well here.

When he's almost defeated, his attack pattern will change. He'll begin to burrow into the ground, Bugs Bunny-style. He'll run back and forth through the room a few times in this way. Watch out, he's fast! Depending on your position, it may be impossible for you to avoid this. If you're playing in Hard mode, the head is the weak point.

### Ruins Boss: Dark Falz

- Do not attempt to battle Dark Falz unless your level is above 32.

Bring lots of Scape Dolls with you. Unless your level is very high, you may die a few times during battle. When you enter Dark Falz's room, he won't appear until you walk toward the obelisk.



First, you'll find yourself surrounded by many small enemies. Don't try to run away, because you won't be able to. Just attack as many as possible. After you inflict enough damage, they'll go away.

Next, Dark Falz himself will finally appear. His attacks seem to come out of nowhere, so they're difficult to avoid. Heal yourself quickly, because there isn't much time available in between volleys. Strike him anywhere around the mouths at the base.

After you destroy that part, Dark Falz will change shape. He'll will now move along the outside of the room. Once again, the lower part is where you want to strike. He'll continue to attack in similar ways. It's not possible to avoid his most powerful attacks, and he most likely will be able to kill you with just one hit! Focus on keeping your HP at its maximum. If you keep getting clobbered, wait until your character is stronger before trying again. There's not much skill involved in this battle, so the results are highly dependent on the strength of your attributes.

The most important factor in any boss battle is your ability to stay alive. As long as the following conditions are satisfied, you can survive indefinitely:

- You have a healing item or technique.
- You can sustain damage from any one attack or one set of consecutive attacks and still live.

This is because many boss attacks aren't frequent enough to hit you more than once in a space of five or so seconds. However, there are a few exceptions. Even in successful boss battles, you may find that you have sustained much more damage than your maximum HP. With my Ranger character, I like to put Resta, Demates and Diffuids in my Action Palette. Since this much faster to use a healing item than a technique, I use Resta for situations when I know I'll be safe for the next few seconds. Dimate is reserved for those emergency occasions where immediate healing is necessary. The Diffuids are also important, because you'll need to restore your TP from casting Resta so often. If your level is low, Monofuids and Monomates will work just as well for lower-level characters. Putting these important commands in your Action Palette ensures that you won't have to scramble through all those menu screens while your character continues to get beat up.

### Cave Boss: De Rol Le

- Do not attempt to battle De Rol Le unless your level is above 16.



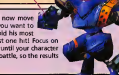
De Rol Le is a big segmented worm. You can attack any of its parts, but it's best to focus on the head. This is more easily said than done, because this boss spends much of its time in the water, away from the range of most weapons except guns. Even for Rangers, you're likely to score a hit only about 10-25% of the time if you shoot while it's away from the platform. At some point, De Rol Le will attach itself to the platform. Here's your opportunity for big damage, especially if you have a powerful close-range weapon. While in this state, it won't move. However, its tentacles will suddenly strike a random player at regular intervals for big damage. Remember, survival is your priority. Heal yourself after every single attack if you have to. About halfway through the battle, its armored beak will fall off, revealing the gooey insides.



Sometimes when De Rol Le is swimming alongside the platform, it will release a bunch of glowing purple lasers from each body segment. These really, really hurt! They fire in rapid succession, so under normal circumstances if you cannot avoid the first half of the volley you're as good as dead. They can take you by surprise if you're facing away from the monster or if you're too close. So there are two important rules for your Always face De Rol Le and stay on the opposite side if it's swimming parallel with the platform.



There is one other major attack up this guy's sleeve that's worth mentioning. Yes, it's another glowing purple laser, but this one is fired from its mouth. When De Rol Le's head stops in the air near the platform, watch out! The attack is slow, but it inflicts serious damage. Unlike the smaller lasers, it's aimed directly at you! If you're playing alone, run in wide circles around the platform without paying any attention to what the laser is doing. You won't suffer damage about 80 percent of the time if you do it properly.



**Mine Boss: Vol Opt**

- Do not attempt to battle Vol Opt unless your level is above 24.



This Boss seems really tough at first, but if you're patient, you'll be able to beat him without taking much damage at all. There are two phases in this battle. In the first one, you'll see a mechanical object in the center of the room surrounded by six pillars that rise from and descend back into the floor.

Also, there are monitors covering all the walls of the room. Your initial targets are the pillars or monitors on the walls that turn red. If you can't find any of those, just attack anything. After you've inflicted a certain amount of damage, the room will turn dark and Vol Opt will appear in the center. At this point, you can strike any part of its body to inflict damage.



In the second part of the battle, Vol Opt has a number of different attacks at its disposal, depending on which side is facing you. Usually, the first one is a group of missiles. When these come out, you have two options: Run away, or just sit there and suffer the damage. To avoid them, just run around the perimeter of the room clockwise. The missiles fly slowly, but if you start running too late they will hit you and you'll be unable to move for a moment. That's not too bad all by itself, but there's a high probability that you might be unable to dodge the next attack if your timing is poor. Getting hit in this way is usually a guaranteed death. So, once you can tell that the missiles are coming out, start running immediately. If you can sustain the blows and it seems like the missiles are unavoidable, better to take damage now than a few moments later. The second attack which usually follows the missiles is a thin targeting laser that's pointed at your feet. That part won't hurt you, but the three crushing columns that fall from the ceiling moments later will. You can't afford to get struck by them even once. As soon as you see the laser following your feet, start running. You'll always dodge the columns successfully if you're in a running position. Be prepared for another attack of the same kind immediately afterward.



Vol Opt's most devastating attack is a slow ball of energy that spews from its face. It's easy to run from, but if it touches you, you'll be surrounded by a barrier and unable to move. You'll just have to sit there and hope that you have enough HP to withstand the damage.

**MAGs**

Each player starts out with one MAG. You can find more MAGs just like any other item as you progress in the game, although their appearance is random. As you feed items to your MAG, it will develop in different ways. This development is partially based on your character type, but even within a character type it's difficult to predict what forms it will take. Levels 10, 35, 50 and 65 are the thresholds where your MAG can take on a new shape. Threshold levels beyond 65 aren't covered here. Other than determining the Photon Blast that you'll acquire at the same time, your MAG's new form is basically just for show. But even if you reach one of those threshold levels, your MAG might not transform, and you may or may not obtain another Photon Blast. The maximum level for all MAGs is 200. The maximum for the Synchro attribute is 120% and the maximum for the IQ attribute is 200.

**Example**

Here is how my MAG developed from Level 10 through 50:



Level 10 MAG



Level 35 MAG



Level 50 MAG

Here is a table of the correspondence between a MAG's attributes and your character's attributes:

MAG Attribute	Corresponding Player Attribute
DEF	DFF
PDW	ATP
DEX	ATA
MIND	MST

**Example**

If your MAG's DEF is 5, then your DFF will be +5 if that MAG is equipped.

**FEEDING MAGs**

Every 3:22 minutes (i.e. two and 1/3 beats), you can feed your MAG three items. However, you cannot just wait at the "Select" menu for the dimmed "Give Items" command to appear. If you do, you must move back through the menu one step and then forward again after the feeding interval has passed.

Between the threshold levels, your MAG will react differently to the items you feed it. At first, all items will increase most attributes. As its level increases, more and more attributes will decrease upon feeding. The following charts describe MAG's reactions. They're especially useful if you want to maximize one specific attribute over the others. An item in *italics> means that the particular attribute may or may not decrease.*

**MAG Level 5-9**

Item	Attributes UP	Attributes DOWN
Monomate	Synchro, IQ, DEF, PDW, DEX	---
Dimate	Synchro, IQ, DEF, PDW, DEX	---
Trimate	Synchro, IQ, DEF, PDW, DEX	---
Monofluid	Synchro, IQ, DEF, DEX, MIND	---
Drifluid	Synchro, IQ, DEF, DEX, MIND	---
Trifluid	Synchro, IQ, DEF, DEX, MIND	---
Antidote	Synchro, IQ, DEF, PDW, DEX	---
Antiparalysis	Synchro, IQ, DEF, DEX, MIND	---
Moon Atomizer	All	---
Sol Atomizer	All	---
Star Atomizer	All	---

**MAG Level 10-34**

Item	Attributes UP	Attributes DOWN
Monomate	DEF, PDW	---
Dimate	Synchro, IQ, DEF, PDW, DEX	---
Trimate	Synchro, IQ, DEF, PDW, DEX	MIND
Monofluid	DEF, MIND	---
Drifluid	Synchro, IQ, DEF, DEX, MIND	---
Trifluid	Synchro, IQ, DEF, DEX, MIND	PDW
Antidote	IQ, PDW, DEX	---
Antiparalysis	Synchro, DEX, MIND	---
Moon Atomizer	Synchro, DEF, DEX, MIND	IQ
Sol Atomizer	IQ, DEF, PDW, DEX	Synchro
Star Atomizer	All	---

CONTINUED



## MAGS CONTINUED

## MAG Level 35-49

Item	Attributes UP	Attributes DOWN
Monomate	POW	IQ
Dimate	Synchro, DEF, POW	MIND
Trimate	Synchro, IQ, DEF, POW, DEX	MIND
Monofluid	MIND	—
Diffuid	IQ, DEF, MIND	POW
Trifluid	Synchro, IQ, DEF, DEX, MIND	POW
Antidote	IQ, DEX	Synchro
Antiparalysis	Synchro, DEX	DEF, POW, MIND
Moon Atomizer	IQ, DEF, POW, MIND	Synchro, DEX
Sol Atomizer	Synchro, POW, DEX, MIND	IQ, DEF
Star Atomizer	All	—

## MAG Level 50-64

Item	Attributes UP	Attributes DOWN
Monomate	Synchro, POW	IQ, DEF, DEX
Dimate	Synchro, POW	MIND
Trimate	IQ, DEF, POW	MIND
Monofluid	Synchro, MIND	IQ, POW, DEX
Diffuid	Synchro, MIND	POW
Trifluid	IQ, DEF, MIND	POW
Antidote	Synchro, DEX	IQ, POW, MIND
Antiparalysis	IQ, DEF	Synchro, POW, MIND
Moon Atomizer	Synchro, DEX, MIND	DEF, POW
Sol Atomizer	Synchro, DEF, POW	IQ, DEX, MIND
Star Atomizer	All	—

## MAG Level 65-?

Item	Attributes UP	Attributes DOWN
Monomate	Synchro, POW	IQ, DEF, DEX
Dimate	Synchro, POW	MIND
Trimate	IQ, DEF, POW	—
Monofluid	Synchro, MIND	DEF, DEX
Diffuid	Synchro, MIND	POW
Trifluid	IQ, DEF, MIND	POW
Antidote	Synchro, DEX	IQ, DEF, POW, MIND
Antiparalysis	IQ, DEF	Synchro, POW, MIND
Moon Atomizer	Synchro, DEX, MIND	DEF, POW
Sol Atomizer	Synchro, DEF, POW	IQ, DEX, MIND
Star Atomizer	All	—

## SHOPS



The availability of items in the three shops on Planet 2 depends on the level of your character. The higher your level, the better the items that will appear. However,

apart from that, the items you'll see for sale are always random. Also, in general you will always be able to find superior items by killing enemies than you would be able to buy at the shops. Once you reach around level 45, rare weapons will begin to appear at the arms shop. The items in the shops will change every time you start your game or go up a level, so it's important to check back there often.



In the item tables that follow, you will see columns marked "Sell Price." This refers to the amount that you can sell the corresponding item to any shop for. For

your information, all shops sell items at about eight times what you can sell to them for. In other words, if you know how much a shop is selling an item for, to calculate the Sell Price, divide that number by eight, then cut off any fractional part instead of rounding. For example, the original price of Armor is about 490, 490 divided by 8 is 61.25, so the Sell Price of Armor is 61. You buy Armor from the shop for 480 meseta, and you sell it back for 61 meseta. For selling or trading between players, I consider a fair value of an item to be double its Sell Price. That way, both the buyer and seller get a better deal than if they had to do business with the expensive shops. Also, the following tables are not exhaustive. There are a lot more rare and unusual items hidden in PSO than you won't find on these pages.

## TECHNIQUES

There are 19 techniques in Phantasy Star Online. In order to learn a technique, you must have a particular type of item called a Disk. These appear randomly while in battle and also at the Tech Shop. All Disks have a level associated with them, except for Reverser and Ryuker. Here you'll find a price guide for Disks, plus a requirement guide. For each Disk, you must have a minimum MST to be able to use it. We've left some of the spaces open so you can fill them in yourself.

Disk Price Guide				Sell Price									
Name	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5	Lv.6	Lv.7	Lv.8	Lv.9	Lv.10	Lv.11	Lv.12	Lv.13
Pois	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Barto	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Zonde	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Giffo	100	212	400	662	1,000	1,412	1,900	2,462	3,100	3,812			
Gibarto	100	212	400	662	1,000	1,412	1,900	2,462	3,100	3,812			
Glazonde	100	212	400	662	1,000	1,412	1,900	2,462	3,100	3,812			
Rafire	116	267	568	962		2,067							
Rabarta	116	267	568	962		2,067							
Razonde	116	267	568	962		2,067							
Grants													
Megid	125	312											
Rests	100	212	400	662	1,000	1,412	1,900	2,462	3,100	3,812			
Arri	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Reverser	125												
Shifa	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Debard	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Julien	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Z-lara	75	112	175	262	375	512	675	862	1,075	1,312	1,575	1,862	2,175
Ryuker	125												



## ARMS

All arms have an optional prefix and suffix attached to their names. The suffix is always "n", where n is some integer. This means that the weapon has increased ATP, usually by an amount that is two times n, if a prefix exists, it means that the weapon has some special function or properties. Below you'll find a list of many different weapon prefixes.

### Example

#### Heart Buster +5



This means that the Buster has the "Heart" elemental property as defined in the table below, plus its ATP is

ten points higher than normal.

### ELEMENTAL PROPERTY LIST

Most of the special properties below are only in effect if you use the "Extra Attack" function of your weapon. Weapons that contain an elemental property are worth more money than those that don't.

Name	Function
Heart	Steals 2% of your max TP from an enemy
Mind	Steals 4% of your max TP from an enemy
Genie	Steals 6% of your max TP from an enemy
Draw	Steals 5% of enemy HP with a special attack
Drain	Steals 9% of enemy HP with a special attack
Dire	Can strike down enemy with one hit
Shadow	Can also defeat a weak enemy with one hit
Fanic	Has a chance of confusing enemies
Riot	Can also cause confusion in enemies
Harve	Has a high chance of confusing enemies
Shock	Can launch a special lightning attack
Thunder	Can also launch a powerful lightning attack
Hold	Can also paralyze enemies with a special attack

## TOOLS

All of the items here except for MAGs and Materials will eventually show up at the Tool Shop for you to purchase. For example, as your levels increase, Dimates and Drifluids will appear. However, some items like Monomate and Sol Atomizer will disappear for good if your levels get too high! You won't even be able to buy them anymore after a certain point.

### Tools List and Price Guide

Name	Sell Price	Function
Monomate	6	Restores 70 HP
Dimate	37	Restores 200 HP
Trimate	250	Restores all HP
Monofluid	12	Restores 70 TP
Drifluid	62	Restores 200 TP
Trifluid	450	Restores all TP
Antidote	7	Removes poison from the player
Antiparalysis	7	Removes paralysis from the player
Sol Atomizer	37	Removes all bad states from the player
Moon Atomizer	43	Revives a fallen teammate
Star Atomizer	462	Restores all HP, TP for player and all nearby teammates
Telepipe	43	Temporarily creates a teleport gate to the city
Trap Vision	12	Reveals traps that are hidden in rooms
Scape Doll	687	Automatically revives the player once when HP reaches 0
Monogrinder	312	Permanently adds +1 to the equipped weapon
Digrinder	625	Permanently adds +2 to the equipped weapon
Tigrinder	937	Permanently adds +3 to the equipped weapon
Power Material	375	Permanently adds ATP +2 to the player
Def Material	375	Permanently adds DEF +2 to the player
Mind Material	375	Permanently adds MST +2 to the player
Hit Material	375	Permanently adds ATA +2 to the player
Evoke Material	375	Permanently adds EVP +2 to the player
Luck Material	500	Permanently adds LCK +2 to the player
MAG (Lv.5)	75	Increases player's attributes

Name	Function
Seize	Often paralyzes enemies with a special attack
Bind	Has a chance of paralyzing enemy
Arrest	Has a high chance to paralyze enemies
Ice	Has a chance to freeze enemies
Frost	Can also freeze enemies with a special attack
Freeze	Often freezes enemies with a special attack
Heat	Can also launch a special fire attack
Fire	Can also launch a powerful fire attack
Charge	Uses meseta to launch a powerful attack
Spirit	Uses TP to launch a powerful attack
Master's	Also steals 8% of an enemy's experience points
Devil's	Can cut enemy health in half with a special attack

CONTINUED

### Disk Requirement Guide

Name	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5	Lv.6	Lv.7	Lv.8	Lv.9	Lv.10	Lv.11	Lv.12	Lv.13
Foe	40	60	80	100	120	140	160	180	200	220	240	260	280
Barta	35	—	85	110	135	160	185	210	235	260	—	—	—
Zonde	44	—	92	116	140	164	188	212	236	260	284	308	—
Gloife	100	125	150	175	200	225	250	275	300	325	—	—	—
Gibarta	100	124	148	172	196	—	—	—	—	—	—	—	—
Gzonde	100	125	150	175	200	225	250	275	300	325	—	—	—
Rufio	133	161	189	217	—	—	—	—	—	—	—	—	—
Rabarta	106	136	166	—	—	256	—	—	—	—	—	—	—
Razonde	134	164	194	224	—	—	—	—	—	—	—	—	—
Grants	—	—	—	—	—	—	—	—	—	—	—	—	—
Megid	160	188	—	—	—	—	—	—	—	—	—	—	—
Reste	50	80	110	140	170	200	230	260	290	320	—	—	—
Anti	85	111	137	163	189	215	241	267	293	319	345	—	—
Revtser	150	—	—	—	—	—	—	—	—	—	—	—	—
Shifta	60	88	116	144	172	200	228	256	284	312	340	368	—
Deband	60	88	116	144	172	200	228	256	284	312	340	368	—
Jellen	60	88	116	144	172	200	228	256	284	312	340	368	—
Zalare	60	88	116	144	172	200	228	256	284	312	340	368	—
Ilyuker	150	—	—	—	—	—	—	—	—	—	—	—	—





## ARM CATEGORIES

There are 12 main categories of arms. Each type has advantages and disadvantages, so experiment to see which ones you're most comfortable with.



You can find many variations of the same weapon, so the price and ATP of each one may vary slightly from what's listed here. In the requirements column, each weapon has a minimum attribute requirement that must be met before you can equip it. Requirements for weapons specific to Hunters and Forces are not listed.

## Arms List and Price Guide

Name	Base Sell Price	Base ATP	Requirement
<b>Sabers</b>			
Saber	113	+55	30 ATP
Akiko's Flying Pin	33	+95	52 ATP
Grind	375	+100	90 ATP
Water	910	+160	155 ATP
Palmach	1,515	+220	233 ATP
DB's Saber	2,265	+250	265 ATP
Glinius	2,910	+230	216 ATP
Photon Claw	3,564	+221	215 ATP
<b>Short Swords</b>			
Dagger	203	+40	
Knife	561	+70	
Blade	1,275	+100	
Ripper	3,240	+162	
<b>Big Swords</b>			
Sword	168	+50	
Glyush	484	+100	
Breaker	1,054	+150	
Claymore	1,800	+200	
Dragon Slayer	4,100	+300	
<b>Throwing Blades</b>			
Slicer	33	+15	125 ATP
Spinner	135	+30	204 ATP
Cutter	466	+55	302 ATP
Sawyer	1,000	+80	385 ATP
Disk of Braveman	4,190	+244	495 ATP
<b>Long Swords</b>			
Partisan	200	+40	
Halbert	800	+75	
Glove	1,512	+110	
Berdys	2,628	+145	

Arms Category	User	Characteristics
Saber	All	Average
Short Sword (a.k.a. Dagger)	Hunter	Fast but weak
Big Sword	Hunter	Very strong but slow
Throwing Blade	All	Weak, but can attack multiple enemies
Long Sword (a.k.a. Partisan)	Hunter	Strong but slow
Small Gun	All	The easiest gun to use; average
Rifle	Ranger	Longest range, but a slower firing rate
Machine Gun	All	Fast firing rate, but weak
Shotgun	Ranger	Slow firing rate, but wide range
Cane	Force	Average
Battle Cane	Force	More powerful than other canes
Magic Cane	Force	Weaker than other canes, but increases MST

## Arms List and Price Guide

Name	Base Sell Price	Base ATP	Requirement
<b>Small Guns</b>			
Handgun	60	+30	66 ATA
Autogun	377	+65	70 ATA
Lockgun	692	+100	88 ATA
Railgun	1,750	+160	99 ATA
Railgun	3,245	+160	108 ATA
Vindicator	4,127	+220	116 ATA
Bravace	5,000	+250	115 ATA
<b>Rifles</b>			
Rifle	156	+50	72 ATA
Sniper	596	+90	83 ATA
Blaster	1,000	+130	100 ATA
Beam	1,696	+170	106 ATA
Laser	3,306	+230	115 ATA
<b>Machine Guns</b>			
Machine Gun	75	+4	79 ATA
Assault	390	+6	87 ATA
Repeater	850	+12	97 ATA
Gatling	1,200	+16	109 ATA
Vulcan	1,675	+20	117 ATA
H&S25 Justice	6,513	+30	122 ATA
<b>Shotguns</b>			
Shot	130	+25	85 ATA
Spread	503	+50	90 ATA
Launcher	2,136	+110	112 ATA
<b>Canes</b>			
Cane	50	+30	
Stick	337	+60	
Mace	759	+90	
Club	1,462	+120	
Striker	1,867	+150	
<b>Battle Canes</b>			
Rod	165	+45	
Pole	528	+80	
Pillar	891	+115	
Battle Varga	2,566	+155	
<b>Magic Canes</b>			
Wand	25	+10	
Staff	217	+30	
Scepter	625	+50	
Scepter	2,695	+75	





## GUARDS

There are four types of Guards: Frames, Armors, Barriers and Shields. Armors and Shields are special varieties of Frames and Barriers that cannot be used by Forces. All other character types can use all Guards. Frames/Armors are primarily for increasing DFP and Barriers/Shields are primarily for increasing EVP. Each Guard has a level requirement that your character must meet before being able to equip it.

To find out the value of a Frame or Armor that has slots, multiply the price of that item by (the number of slots + 1).

Name	Base Sell Price	Base DFP	Base EVP	Requirement
Frame	31	+5	+5	none
Armor	51	+7	+7	Lv. 4
Psy Armor	125	+10	+10	Lv. 7
Giga Frame	227	+15	+12	Lv. 10
Soul Frame	382	+20	+15	Lv. 13
Cross Armor	551	+25	+17	Lv. 16
Solid Frame	781	+30	+20	Lv. 19
Brave Armor	1,015	+35	+22	Lv. 23
Hyper Frame	1,320	+40	+25	Lv. 27
Giant Armor	1,620	+45	+27	Lv. 31
Shock Frame	2,000	+50	+30	Lv. 35
King's Frame	2,365	+55	+32	Lv. 39
Dragon Frame	2,620	+60	+35	Lv. 43
Absorb Armor	3,115	+65	+38	Lv. 47
Protect Frame	3,781	+70	+40	Lv. 51
General Armor	4,277	+75	+42	Lv. 55
Perfect Frame	4,882	+80	+45	Lv. 59
Valliant Frame	5,445	+85	+47	Lv. 63
Imperial Armor	6,125	+90	+50	Lv. 67
Holiness Armor	6,752	+95	+52	Lv. 71

### Example Dragon Frame



A normal Dragon Frame costs 2,620 meseta. Its Sell Price is 2,820. However, a Dragon Frame with two slots at the store costs 67,687 meseta! That's because  $2,620 \times 3 = 67,686$ . So its Sell Price is 8,460.

### Barriers/Shields List and Price Guide

Name	Base Sell Price	Base DFP	Base EVP	Requirement
Barrier	54	+2	+25	none
Shield	81	+4	+32	Lv. 4
Core Shield	132	+6	+40	Lv. 7
Giga Shield	189	+8	+47	Lv. 10
Soul Barrier	284	+10	+55	Lv. 13
Hard Shield	315	+12	+57	Lv. 16
Brave Barrier	390	+18	+69	Lv. 19
Solid Shield	484	+16	+72	Lv. 23
Flame Barrier	676	+19	+85	Lv. 27
Plasma Barrier	798	+21	+92	Lv. 31
Freeze Barrier	945	+23	+100	Lv. 35
Psychic Barrier	1,156	+26	+110	Lv. 39
General Shield	1,406	+29	+121	Lv. 43
Protect Barrier	1,640	+32	+130	Lv. 47
Glorious Shield	1,914	+35	+140	Lv. 51
Guardian Shield	2,525	+41	+160	Lv. 59
Proto Regene Gear	1,040	+44	+85	Lv. 66

## UNITS

Also sold in the Guards shop are Units. These are items which you can equip onto any Frame or Armor that has open slots. All units will contain one of four optional suffixes in their name: "-", "+", "++" or "+++". Each symbol means that the effectiveness of that particular unit is a few points below or above its normal function.

### Example

#### Marksmen/Arm++

Normally, Marksmen/Arm adds three points to your ATA. However, the "++" version will usually add five points to your ATA.

Name	Base Sell Price	Function
Knight/Power	250	ATP +5
General/Power	250	ATP +10
Priest/Mind	750	MST +5
General/Mind	625	MST +10
Angel/Mind	875	MST +15
Marksmen/Arm	250	ATA +3
General/Arm	625	ATA +7
Elf/Arm	875	ATA +11
Thief/Legs	375	EVP +10
General/Legs	625	EVP +20
Elf/Legs	1,000	EVP +30
Digger/HP	250	Max HP +10
General/HP	625	Max HP +20
Warrior/Body	375	DFP +10
General/Body	750	DFP +20
Resist/Fire	250	ERF +3
Resist/Flame	750	ERF +9
Resist/Cold	250	ECF +3
Resist/Freeze	625	ECF +7
Resist/Shock	250	ETH +3
Resist/Thunder	750	ETH +9
Resist/Light	375	ELT +3
Resist/Saint	875	ELT +7
Resist/Dark	500	EDK +3
Resist/Evil	875	EDK +7
HP/Restore	500	Restores HP as you walk





# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## Pick it!

The elite "Tis & Tacos Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



## Watch for it!

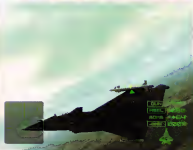
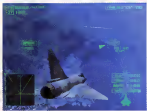
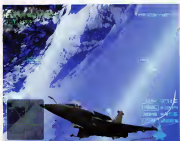
Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



## ACE COMBAT 4

Namco • Available in 2001 • 1 Player

No console game has ever come close to recreating the exhilaration of flying a fighter jet quite like Namco's Ace Combat series can. After three stellar appearances on the PlayStation, the series is now making its jump onto the PlayStation 2. From the shimmer of the sun in the ocean down to the pilot sitting in the cockpit, the photo-realistic graphics of Ace Combat 4 are undoubtedly the best we have ever seen in any flight simulation game. Like the rest of the Ace Combat games, the aircraft in Ace Combat 4 are fictional, but they are mostly modeled after real jets with a few otherworldly features thrown in. The story will center around a recent meteor shower that pulverizes a planet and throws its nations into political chaos, thus resulting in an aerial war. How much of this story will be retained in the U.S. version is yet to be seen, since many of the story elements of Ace Combat 3 were removed for the action-hungry U.S. audience. More than 24 new missions are planned and each one will put your dogfighting skills to the ultimate test. Ace Combat 4 is still a long way from being released, but Namco hopes that this hot number will take to the skies sometime this year!



## FINAL FANTASY X

Square/EA • Possible in 2001 • 1 Player

Here you go, folks: the first few official screen shots of *Final Fantasy X* for PlayStation 2! Hopefully, images can speak louder than words for now, since there is hardly any information surrounding the game at this point. What we do know is that the title will be produced in DVD format and plans to take full advantage of the PlayStation 2's highly touted Emotion Engine processor.



The new hero for this tenth(!) installment of *Final Fantasy* will be another spiky-haired blonde youth named Tidus, a highly competitive professional athlete in a underwater sport called "Spiribal." The heroine, Yuna, is a fiercely determined Summoner who is also a daughter of the most powerful Summoner on the land. Once again, the winning combination of Yoshinaka Amano and Tetsuya Nomura is being employed for image concepts and character designs. *Final Fantasy X* will be the first *Final Fantasy* game to use voiceovers throughout the game. Also, it seems that the designers have changed their plans to make this chapter heavily-oriented for online play. So the game may appear on the PlayStation 2 much sooner than specified in Square's original announcements. Keep an eye on this one...

## THE SIMPSONS WRESTLING

Fox • 1st Quarter • 1-2 Players

Want to be the Champion of Springfield? Then put down that donut and slip into the

ring! *The Simpsons Wrestling* for PlayStation brings out all the neighbors of Springfield for some big-time Smackdown. If you thought Itchy and Scratchy put on the hurt, wait 'til you hear the bell ring! There are over 10 playable characters from the hit TV show, including Homer, Marge, Bart, Lisa, Krusty, Moe, Apu, Flanders, Bumblebee Man, Barney, Professor Frink and more! Each character has his or her own special moves like Bart's Skateboard Attack, Barney's Duff Cloud Bump, Groundskeeper Willie's Roundhouse Kick and Flanders' Lightning Bolt from God. Fight at several locations in Springfield like the nuclear power plant, the Simpsons house, Mr. Burns' mansion, Moe's Tavern, Barney's Bowl-O-Rama and Apu's Kwik-E-Mart, just to name a few. Power-ups located around the ring add to the excitement as players can pick up objects such as Krusty-Os to increase health, Assassin's mallets to increase speed, Plutonium Atomos to increase energy and more. There are tons of secret characters and bonuses to keep any Simpsons fan as happy as a clam. *The Simpsons Wrestling* should be out just before Spring.



## WORLD'S SCARIEST POLICE CHASES

Fox • 2nd Quarter • 1-2 Players

*World's Scariest Police Chases* is based on Fox's "reality" TV show of the same name, which shows real-life footage of some of the most extreme cop chases. Unlike *Driver* or the *Need for Speed* series in which you try to outrun the cops, in *World's Scariest Police Chases* you are in charge of law enforcement as you chase down reckless drivers and fugitive criminals. The game features several modes of play, including Training, Patrol Mode and Mission Assignments. The Patrol Mode lets you be a cop on the beat as you lookout for potential law breakers. You get to decide who to pull over for various traffic violations ranging from speeding to reckless driving. What you don't know is who will be dumb enough to floor the accelerator and start you on a chase.

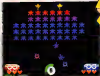


The Mission Assignments put you in situations where you have to tackle even more intense scenarios like pulling over drunk drivers, making drug busts and capturing escaped convicts. There are scenarios that will remind you of real-life situations you've seen on TV, like the famous military tank chase that occurred in San Diego several years ago. Tons of vehicles can be unlocked for you to drive, including the tank! The game environments are filled with items to smash into like roadblocks, garbage cans and patio furniture. The weather can also change during a chase, so you'll have to keep a steady hand. *World's Scariest Police Chases* could be the shot of adrenaline you've been waiting for!



## POINT BLANK 3

Namco • May • 1 & 2 Players



Just because the PlayStation 2 is out doesn't mean that Namco is abandoning its Guncon peripheral any time soon. Dr. Don and Dr. Dan are back with their Punch-and-Judy antics in *Point Blank 3*, the third release in Namco's shooting gallery-style series of gun games. Five different playing modes are included with over eighty new wacky mini-games. Of course, there will be plenty of cameo appearances by characters from other Namco games like the Poole from *Dig Dug* and Mokujin from *Tekken 3*. *Point Blank 3* will test your trigger speed and accuracy skills as you get barraged by one shooting gallery challenge after another. The carnival-like atmosphere is ideal for firing the game up during parties. Up to eight people can play in a Team Battle match where players compete in a game of elimination. Although gun shooting games are often a hot topic when it comes to youth violence, *Point Blank 3* is far from being overly graphic or violent. In fact, the game is suited for the whole family and has plenty of comic relief. Could Dr. Don and Dr. Dan be Bert and Ernie's long-lost Japanese cousins? We've gotta look into that one.



## TIME CRISIS: PROJECT TITAN

Namco • May • 1 Player



Here's another reason why you should dig your Guncon out of the closet! Namco has been talking about this highly anticipated PlayStation game for awhile, and after numerous delays, it seems that *Time Crisis: Project Titan* is right back on track for a May release. Unlike the first two *Time Crisis* games, which were developed in Japan for the arcades, this all-new game was designed in America and will be available for the PlayStation only. In the story, Secret Agent Miller has been framed as the President's assassin and he must fight to clear his name. He soon finds that he is involved in a deep, sinister plot codenamed Project Titan. He has 48 hours to unravel the web of deceit and locate the real perpetrator, or the entire human race will be in danger. The game will have the familiar duck-and-shoot feature of the first two chapters plus a new "multi-hiding" feature that will allow you to view and duck under more than one spot. With *Time Crisis: Project Titan* and *Point Blank 3*, your Guncon should be happy again this year!



## SILENT HILL 2

Konami • Fall 2001 • 1 Player



If *Silent Hill* didn't make you cover under your sheets at night, then either your nervous system is dysfunctional or we're just a bunch of dikes. The latter may be true, but there's no denying that *Silent Hill* is one of the creepiest titles to ever grace a game console. Konami is bringing back the sheer horror with *Silent Hill 2* for the PlayStation 2. As in the original, in *Silent Hill 2* you play a "regular guy" named James who receives a strange letter from his wife asking him to meet her in the infamous town of Silent Hill. Such a letter wouldn't be so strange except for the fact that she's been dead for over three years! As James makes his way through foggy Silent Hill, he discovers the horror that has plagued this town for years. *Silent Hill 2* introduces all new characters and a brand new storyline that should shock both newcomers and fans of the first game. James will encounter ten new types of enemies, including more weaponry to help him face his fears. The PlayStation 2's superior graphics will bring even more detail to the characters' facial expressions, the weather conditions and the extreme gore that made *Silent Hill* such a disturbing masterpiece. We're still trying to shake off the nightmares from the first game!



## SHADOW OF DESTINY

Kemco • March • 1 Player

TIPS & TRICKS  
PICK!

*Shadow of Destiny* delves into deep philosophical territory: If'll have you considering the nature of fate and individual destiny. Your character, like Kuro, is murdered at the beginning of the game. A mysterious entity, however, offers like the ability to time travel so he can go back and change the events that lead up to his murder and possibly even avoid death. The game takes place in a fictional European city with a long history. Like is able to go back in time to watch events in the city develop or even change them. Actions in one time period will affect the future, thus allowing the player to alter various scenarios, including the ending. Just because like can change one aspect of history, it doesn't mean he can avoid death entirely; in some cases he may just be altering the manner in which he dies. Various puzzles and clues must be solved as like hunts down his killer. *Shadow of Destiny* has beautifully rendered environments and some interesting special effects; for example, when like goes back in time, he's the only one in color. Additional scenes and plot twists are added when the game is replayed, so you'll never get the same story twice. *Shadow of Destiny* has a strange silent film-like creepiness with its ghost-like characters and somber backdrops. Its novel use of time travel and the ability to affect the storyline, however, offers a one-of-a-kind experience.



## UNREAL TOURNAMENT

Infogrames • March • 1-2 Players

TIPS & TRICKS  
PICK!

We've played a few rounds of the Dreamcast version of *Unreal Tournament* and we can safely say that Dreamcast owners are in for a real treat. Those who have played the PC or PlayStation 2 version of the game will be very impressed with the way the Dreamcast version stacks up. The Dreamcast keyboard and mouse will be supported, but we found the regular controller just as easy to use, even in a heated Deathmatch frenzy. In fact, because of its excellent controller support and the ability to play other people online, the Dreamcast version blows the PlayStation 2 version away on almost every count. The only thing lacking in the Dreamcast version is the popular mission-based Assault Mode. However, there are tons of extra Deathmatch, Domination and Capture the Flag levels that were not included in the PlayStation 2 version. Unlike the Dreamcast version of *Quake III Arena*—which only supports four online players per server, *Unreal Tournament* will support up to six people per server plus the ability to add computer-controlled players. Whether you're into first-person shooters or not, every gamer must experience the goodness that is *Unreal Tournament*. It's simply the best game in its genre since *Doom*.



## RING OF RED

Kemco • March • 1 Player

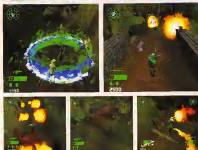
TIPS & TRICKS  
PICK!

*Ring of Red* takes place in an alternate history during the 1960s, where the continent of Japan has been divided into three government regions: Republic, Democratic and Communist. Japan falls into a state of civil war after World War II as opposing armies dash with giant mechs called ARWs to see who will lead Japan in the modern era. The opening movie has an interesting montage of images World War II footage combined with giant mechs walking in the background. *Ring of Red* is essentially a turn-based strategy game with mechs, much like Square's *Front Mission* series. During every battle sequence, however, you will be able to control your ARW in real time as you fire weapons or dodge attacks. In the story, you are Weizagger, a rookie pilot with much to prove. As Weizagger earns his respect through numerous war campaigns, he soon learns that there are conspiracies even within his own battalion. Who can be trusted? What are the political motivations of his superiors? These questions become clearer as you get deeper into the game. *Ring of Red* has sharp battle animations, including a day and night cycle which adds to the drama as a fight wears on into the late evening hours. *Ring of Red*'s unique combination of strategy, action and an engaging storyline makes this game a must for your growing PlayStation 2 library.



## ARMY MEN: GREEN ROGUE

3DO • 2nd Quarter • 1 Player

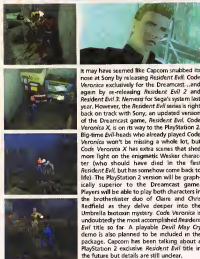


*Army Men: Green Rogue* is another chapter in the *Army Men* saga that focuses more on arcade-style play. In *Green Rogue*, you control Omega Soldier, a cloned *Army Men* designed to be a one-man killing machine. Granted, the *Army Men* are hardly "people," but Omega Soldier is different from his plastic counterparts in that he has menacing glowing eyes and a stoic demeanor; a Robo-Soldier of sorts. *Green Rogue* is a running-and-shooting-man game not unlike *One or Apocalypse*. Of course, Omega Soldier is a walking arsenal of doom as he marches down the landscape torching up anything in his path with flamethrowers, machine guns, grenades and bazookas. Compared to other *Army Men* games where stealth and strategy often come into play, *Green Rogue* has a pretty linear field of progression, making it a great pick-up-and-play game. We're hoping that 3DO will add a two-player option for double destruction, but for now Omega Soldier seems to prefer his rogue status and will be the Alpha and the Omega of the game.



## RESIDENT EVIL: CODE VERONICA X

Capcom • 2nd Quarter 2001 • 1 Player



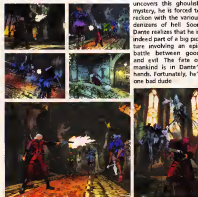
It may have seemed like Capcom snubbed its nose at Sony by releasing *Resident Evil: Code Veronica* exclusively for the Dreamcast... and again by re-releasing *Resident Evil 2* and *Resident Evil 3: Nemesis* for Sega's upstart last year. However, the *Resident Evil* series is right back on track with Sony, as an updated version of the Dreamcast game, *Resident Evil: Code Veronica X*, is on its way to the PlayStation 2. Big-time *Evil*-heads who already played *Code Veronica* won't be missing a whole lot, but *Code Veronica X* has extra scenes that shed more light on the enigmatic Wesker character (who should have died in the first *Resident Evil*, but has somehow come back to life). The PlayStation 2 version will be graphically superior to the Dreamcast game. Players will be able to play both characters in the brother-sister duo of Claire and Chris Redfield as they delve deeper into the Umbrella bioterror mystery. *Code Veronica* is undoubtedly the most accomplished *Resident Evil* title to date. A playable *Devil May Cry* demo is also planned to be included in the package. Capcom has been talking about a PlayStation 2 exclusive *Resident Evil* title in the future, but details are still unclear.



## DEVIL MAY CRY

Capcom • Possible in 2001 • 1 Player

Here are some more photos of the upcoming Capcom horror title, *Devil May Cry*. Designed by Mr. *Resident Evil* himself, Shiji Mikami, *Devil May Cry* has a lot of similarities to the classic horror series. That's no surprise, since *Devil May Cry* was originally designed as a *Resident Evil* title, but was later given its own characters and storyline. Dante, the gun-slinging swordsmen, is a private investigator of supernatural occurrences; sort of a Ghostbuster with a little more panache. He finds himself involved in a case that dates back to a 2000-year-old demonic curse. As Dante slowly uncovers this ghoulish mystery, he is forced to reckon with the various denizens of hell. Soon Dante realizes that he is indeed part of a big picture involving an epic battle between good and evil. The fate of mankind is in Dante's hands. Fortunately, he's one bad dude.



## SURF ROCKET RACERS

Grave • Available Now • 1-2 Players



It would be hard not to think of *Surf Rocket Racers* as *Wave Race* for the Dreamcast with its feel-good, vacation-like vibe. There's also no question about *Wave Race*'s strong stylistic influence with its pastel colored racers, sun-bathed water courses and breezing dolphins. *Surf Rocket Racers*, however, offers a wide variety of gameplay modes that expand on the jet ski classic and give Dreamcast loyalists plenty of fun in the sun. The different modes include Championships, Tricks & Technique, Hazards & Obstacles, Time Attack and Vs. Battle. The standard Championships mode allows you to race other jet skiers. The Tricks & Technique mode has several obstacles and technical challenges like a waterfall jump, balloon attack, target smashing, shoot the hoops and more. Hazards & Obstacles is probably the most fun challenge; players have to try to pop as many balloons as possible. Courses await from all around the world, including the murky waters of Manhattan, the lively river of the Amazon, the relaxed breeze of the Bahamas and many more. *Surf Rocket Racers* has so many options and challenges that you'll have your hands full for a good long while.

# GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change. \*

## NINTENDO 64 MARCH

- 1 Aiden Chronicles: The First Magic THQ
- 2 Carnival Vatical
- 3 Conker's Bad Fur Day Nintendo
- 4 Pokémon Stadium 2\* Nintendo

## APRIL

- 5 Roswell Conspiracies Red Storm
- 6 VR Powerboat Vatical

## POSSIBLE IN 2001

- 7 Eternal Darkness Nintendo
- 8 Detective Barbie: The Mystery Cruise Mattel
- 9 Dinosaur Planet Nintendo
- 10 Mario Party 3\* Nintendo
- 11 Mini Racers Nintendo
- 12 Sin & Punishment\* Nintendo

## PLAYSTATION MARCH

- 1 Alone in the Dark: The New Nightmare Infogrames
- 2 The Bombing Islands Kemco
- 3 Digimon World 2\* Bandai
- 4 Disney's Goofy's Fun House Mattel
- 5 Fly! 2001 Take 2
- 6 In Cold Blood Midway
- 7 Inspector Gadget Ubi Soft
- 8 Lego Stunt Rally Lego
- 9 Mat Hoffman's Pro BMX Activision
- 10 Monster Force Konami
- 11 Simpsons Wrestling Fox
- 12 Toy Story Racer Activision
- 13 Triple Play 2002 EA Sports
- 14 World's Scariest Police Chases Fox

## APRIL

- 15 Batman Gotham Racer Ubi Soft
- 16 Jimmy White's Cueball 2 BAM
- 17 Kasparov Chess Interplay
- 18 Roswell Conspiracies Red Storm
- 19 V.I.P. Ubi Soft

## MAY

- 20 Buffy the Vampire Slayer Fox
- 21 Planet of the Apes Fox
- 22 Point Blank 3\* Namco
- 23 Time Crisis: Project Titan Namco

## POSSIBLE IN 2001

- 24 Bomberman Land\* Hudson
- 25 Castlevania Chronicle Konami
- 26 Crash Bandicoot 4 Konami
- 27 Dragon Warriors VII\* Enix
- 28 Fist of the North Star\* Bandai
- 29 Legacy of Kain: Soul Reaver 2 Eidos

- 30 Mr. Driller 2 Namco
- 31 Roller Jam EA Sports
- 32 X-Men Mutant Wars Activision

## PLAYSTATION 2 MARCH

- 1 Age of Empires II Konami
- 2 Alone in the Dark: The New Nightmare Infogrames
- 3 Army Men: Green Rogue 3DO
- 4 Clive Barker's Undying EA
- 5 Dark Angel: Vampire Apocalypse Metro 3D
- 6 Disney's Dinosaur Ubi Soft
- 7 Gran Turismo 3 Sony
- 8 Gunslinger Activision
- 9 Heroes of Might & Magic III 3DO
- 10 Disney's Jungle Book Ubi Soft
- 11 Legacy of Kain: Soul Reaver 2 Eidos
- 12 MDK 2: Armageddon Interplay
- 13 MTV Music Generator 2 Codemasters
- 14 Off Road Thunder Activision
- 15 Onimusha Warlords\* Capcom
- 16 Portal Runner 3DO
- 17 Quake III Revolution EA
- 18 Ring of Red\* Konami
- 19 Rock & Roll Racing Interplay
- 20 Shadow of Destiny Konami
- 21 Sled Storm 2 EA
- 22 Star Wars: Starfighter LucasArts
- 23 Tiger Woods PGA Tour 2001 EA Sports
- 24 Tokyo Extreme Racer 2 Crave
- 25 Triple Play 2002 EA Sports
- 26 WipeOut Fusion Sony
- 27 World Destruction League: War Jets 3DO
- 28 The World Is Not Enough EA
- 29 Zone of the Enders Konami

## 1ST QUARTER 2001

- 30 Arctic Thunder Midway
- 31 Goemon Konami
- 32 Kelly Slater's Pro Surfer Activision
- 33 Mobil Suit Gundam\* Bandai
- 34 Ultimate Fighting Championship Crave
- 35 Unison Tecmo
- 36 WinBack Koel

## APRIL

- 37 Cool Boarders 2001 Sony
- 38 Force of One Interplay
- 39 Roadsters Trophy Interplay
- 40 Run Like Hell Interplay
- 41 Street Lethal Activision
- 42 Stunt GP Infogrames
- 43 Ultimate Sky Surfer Crave

- 44 V'Room Interplay

## MAY

- 45 Championship F-1 Racing BAM
- 46 Commandos 2 Eidos
- 47 Gauntlet Dark Legacy Midway
- 48 Giants Interplay
- 49 Herdy Herdy Eidos
- 50 Project Eden Eidos
- 51 Star Wars: Super Bombad Racing LucasArts

## JUNE

- 52 Bloody Roar 3\* Interplay
- 53 Ephemeral Fantasia\* Konami
- 54 Lotus Challenge Interplay
- 55 Seven Blades Konami
- 56 Top Gun Titus

## POSSIBLE IN 2001

- 57 Ace Combat 4 Namco
- 58 All Star Baseball 2002 Acclaim
- 59 Ape Escape 2 Sony
- 60 Arctic Thunder Midway
- 61 Baldur's Gate Interplay
- 62 Barbarian Interplay
- 63 Battle Gear 2 Taito
- 64 Beast Wars BAM
- 65 Big Wave Surfing Acclaim
- 66 C-12 Sony
- 67 Carrier Jakco
- 68 Crash Bandicoot 4 Konami
- 69 Dark Cloud Sony
- 70 Devil May Cry Capcom
- 71 Drakan Sony
- 72 Dropship Sony
- 73 Eternal Blade Mattel
- 74 ESPN Winter X-Games Snowboarding Konami
- 75 Everquest Sony
- 76 Evil Twin Ubi Soft
- 77 Extermination Sony
- 78 F-1 Championship X Ubi Soft
- 79 Final Fantasy X Square/EA
- 80 Final Fantasy XI Square/EA
- 81 Formula X Interplay
- 82 The Getaway Sony
- 83 Grand Theft Auto 3 Rockstar
- 84 Gravity Games: Biking Midway
- 85 High Heat Baseball 2002 3DO
- 86 Kessen 2 EA
- 87 King's Field IV AgeTec
- 88 Klonoa 2 Namco
- 89 Kuri Kuri Mix AgeTec
- 90 Legacy of Kain: Soul Reaver 2 Eidos





- 11 Legion Midway
- 12 The Lost Crane
- 13 Metal Gear Solid 2: Sons of Liberty Konami
- 14 Motor Mayhem Infogrames
- 15 Mumukuru Interplay
- 16 NBA Shootout 2001 Sony
- 17 NCAA GameBreaker 2001 Sony
- 18 NHL FaceOff 2001 Sony
- 19 No One Lives Forever Sony
- 20 One Force AgeDec
- 21 Rayman 3 Ubi Soft
- 22 Red Faction THQ
- 23 Resident Evil: Code Veronica Complete Capcom
- 24 Seven Namco
- 25 Silent Hill 2 Konami
- 26 Sky Gunner Sony
- 27 Snowboard Heaven • Capcom
- 28 Spine: Sprint Racing Sony
- 29 Spy Hunter Midway
- 30 Star Wars: Obi-Wan LucasArts
- 31 Syphon Filter 3 Sony
- 32 Tokyo Xtreme Racer Zero Crane
- 33 Tomb Raider: Next Generation Eidos
- 34 Tony Hawk's Pro Skater 3 Activision
- 35 Twisted Metal: Black Sony
- 36 V.I.P. Ubi Soft
- 37 Winback • Koei
- 38 Wolverine Activision

## DREAMCAST MARCH

- 1 18 Wheeler: American Pro Truckers Sega
- 2 Armada II Metro 3D
- 3 Alone in the Dark: The New Nightmare Infogrames
- 4 Bangai-O • Crane
- 5 Commandos 2 Eidos
- 6 Dark Angel: Vampire Apocalypse Metro 3D
- 7 Evil Twin Ubi Soft
- 8 Half-Life Sierra
- 9 Heroes of Might & Magic III Ubi Soft
- 10 Legacy of Kain: Soul Reaver 2 Eidos
- 11 The Mummy Konami
- 12 Outrigger Sega
- 13 PBA Bowling 2001 Bethesda
- 14 Playmobil Hype Ubi Soft
- 15 Record of Lodoss War • Crane
- 16 Roswell Conspiracies RedStorm
- 17 Shrapnel: Urban Warfare 2025 Ripcord
- 18 Soldier of Fortune Crane
- 19 Stunt GP Infogrames
- 20 Stupid Invaders Ubi Soft
- 21 System Shock 2 Vatical
- 22 Unreal Tournament Infogrames
- 23 V.I.P. Ubi Soft
- 24 Worms World Party Thus

## 1ST QUARTER 2001

- 39 Alien Front Online Sega

- 30 Aqua Panic Sega
- APRIL**
- 31 Exhibition of Speed Titus
- 32 Folgan Brothers Sega
- 33 IHRA Drag Racing Bethesda
- 34 Spider-Man Activision

- MAY**
- 31 Commandos 2 Eidos
- 32 Dragon Riders Ubi Soft
- 33 Gorka Morka Ripcord
- 34 Ooga Booga Sega
- 35 Roswell Conspiracies RedStorm

- 2ND QUARTER 2001**
- 36 Bomberman Online Sega
- 37 Buffy the Vampire Slayer Fox
- 38 Daytona U.S.A. Network Racing Sega
- 39 Heavy Metal: Geomatrix Capcom
- 40 Mat Hoffman's Pro BMX Activision

- POSSIBLE IN 2001**
- 41 1944: The Loop Master Capcom
- 42 Black & White Sega
- 43 Emergency Call Ambulance Sega
- 44 Farnation Sega
- 45 Fighting Vipers 2 • Sega
- 46 Giga Wing 2 • Capcom
- 47 Guilty Gear X T.B.D.
- 48 Gun Valkyrie Sega
- 49 Headhunter Sega
- 50 iBleed • Sega
- 51 Jambo Safari Namco
- 52 Mr. Driller 2 Sega
- 53 NappleTale • Sega
- 54 Planet of the Apes Fox
- 55 Rent: A Hero No. 1 • Sega
- 56 Seaman 2001 Edition • Sega
- 57 Shenmue Chapter 2 Sega
- 58 Sonic Adventure 2 Sega
- 59 Toe Jam and Earl 3 Sega
- 60 Virtua Cop 2 • Sega
- 61 Wild Riders Sega
- 62 World Series Baseball 2K1 Sega
- 63 World's Scariest Police Chases Fox

- 64 Mary Kate & Ashley Winning Circle Acclaim
- 65 Matchbox Emergency Patrol Mattel
- 66 Mat Hoffman's Pro BMX Activision
- 67 Max Steel Mattel
- 68 Mickey's Speedway U.S.A. Nintendo
- 69 Microsoft Entertainment Pack Bede Source
- 70 Microsoft Pinball Arcade Bede Source
- 71 Monster Force Konami
- 72 Portal Runner 3DO
- 73 Puzzled Natsume
- 74 Razor Freestyle Scooter Crane
- 75 Return of the Ninja Natsume
- 76 Rhino Rumble Telegames
- 77 Rocket Power THQ
- 78 Scooby Doo! Classic Creep-Capers THQ
- 79 The Simpsons: Treehouse of Horror THQ
- 80 Sponge Bob Square Pants THQ
- 81 Tech Deck Skateboarding Activision
- 82 Tom & Jerry Mousehunt Natsume
- 83 Towers II: Flight of the Stargazer Telegames
- 84 V.I.P. Ubi Soft
- 85 VR Sports: Powerboat Racing Vatical

- APRIL**
- 86 Barbie Pet Rescue Mattel
- 87 Batman Racing Ubi Soft
- 88 Frisbee Golf Vatical
- 89 Hercules Titus
- 90 Kirby's Tilt 'N' Tumble • Nintendo
- 91 The Land Before Time Natsume
- 92 Monster Force Konami
- 93 Playmobil Hype Ubi Soft
- 94 Rocketts Sleep Over Mattel
- 95 Roswell Conspiracies RedStorm
- 96 Sesame Street Sports New Kid Co.
- 97 Trouballs • Capcom
- 98 Toki Toki • Titus
- 99 Xena Titus

- POSSIBLE IN 2001**
- 100 Alone in the Dark: The New Nightmare Infogrames
- 101 Card Heroes • Nintendo
- 102 Castlevania II Konami
- 103 Command Master Enix
- 104 Crusaders of Might & Magic 3DO
- 105 Dino Crisis Capcom
- 106 The Legend of Starfire Nintendo
- 107 Merlin EA
- 108 Monster Tactics • Nintendo
- 109 Phantom Zone Nintendo
- 110 Pocket King Namco
- 111 Robin Hood EA
- 112 Star Ocean: Blue Sphere Enix
- 113 Tales of Fantasia Namco
- 114 Wizardry AgeDec
- 115 The World Is Not Enough EA
- 116 WWF No Mercy THQ
- 117 The Legend of Zelda: Mystical Seed of Power Nintendo







































Learn all abilities—Q, Q, Q, Q, Q  
Big hard mode—Up, Up, Up, Up, R1, R1, R1, R1, Q  
Parappa mode—Left, Right, Left, Right, L2, R2, L2, R2, Q

11-10-A  
 11-10-B

Receipts will immediately appear after entering a contract.





## © Colin Davis

Level 6—J T W T V L  
 Level 7—K O C H W F S H  
 Level 8—P J W S W L  
 Level 1—G H W P C D H  
 Level 2—G H T P S S B J  
 Level 3—X A Z W S O M R  
 Level 4—L S H H T L  
 Level 5—D Q L W P S W T  
 Level 6—X R W P S S B J  
 Final boss—H C W K A C M

#### GOOTIE: THE MUSIC

**Passcode:**  
 Level 2—H C F R G J R R E  
 Level 3—H T F T W S R Q M  
 Level 4—P C D M P L P S  
 Level 5—D Q L W P S W T  
 Level 6—D N J M R H F F R

#### GRAND THEATRE AUDI

Unlabeled hidden characters  
 Before starting a game, rewrite the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

#### NOT WINDS: STUNT-TIME GAMES

**Super Passcode**  
 To unlock all of the tracks and the secret Twin Mill car, enter the passcode: Up, Left, Down, Right, Right, B.  
**Jump Room Passcode**  
 Shadow Jet—Left, Up, Right, Down, Up, A.  
 Two Jam—B, B, Right, Up, A, B.  
 Way 2 Fast—Right, A, Right, B, Left, Down.  
 Shadow Jet—Down, A, Up, A, B.  
 Twin Mill—Down, Left, A, B, Right, B.  
**Back Yard Passcode**  
 Shadow Jet—Right, A, B, Right, A, Right.  
 Two Jam—Left, Left, Up, A, Right, Right.  
 Way 2 Fast—Down, Right, B, Right, Down, B.  
 Shadow Jet—Left, B, Left, Right, Down, B.  
 Twin Mill—Up, B, Down, Down, Right, Left.  
**Goose Race Passcode**  
 Shadow Jet—Up, B, Up, Up, Left, A.  
 Two Jam—Left, Left, Up, Left, A, Left.  
 Way 2 Fast—Right, Right, Down, A, Down, B.  
 Shadow Jet—Down, B, B, B, Right, Down.  
 Twin Mill—Right, Up, Right, B, B, Right.  
**Kickbox Passcode**  
 Shadow Jet—B, Left, B, Up, Up, Left.  
 Two Jam—Down, Up, Left, Down, Down, A.  
 Way 2 Fast—Up, A, A, Down, Left, up.  
 Shadow Jet—A, A, Right, Right, B, Down.  
 Twin Mill—Right, Up, Left, Up, A, Right.  
**Base Passcode**  
 Shadow Jet—Down, Left, Up, A, Up, Up.  
 Two Jam—B, B, B, Left, Left, Up.  
 Way 2 Fast—Left, Up, A, B, B, Right.  
 Shadow Jet—Right, up, Left, up, Left, Right.  
 Twin Mill—Right, Left, Up, A, Up, Down.

#### STUNT (Chris Day's Color version)

**Passcode:**  
 Yellow alien, pillar, pillar, red circle—Wave 1, B or T.  
 Red circle, yellow alien, blue square, yellow alien—Wave 5 completed.  
 Yellow alien, yellow alien, blue square, green alien—Wave 13 completed.  
 Green diamond, yellow alien, green alien, green diamond—Wave 15 completed.  
 Green diamond, blue square, green diamond, green alien—Wave 20 completed.  
 Pillar, yellow alien, blue square, pillar—Wave 25 completed.  
 Green alien, red circle, pillar, pillar—Wave 30 completed.  
 Red circle, red circle, yellow alien, yellow alien—Wave 35 completed.  
 Pillar, green diamond, green diamond, red circle—Wave 40 completed.

Yellow alien, green diamond, red circle, pillar—Wave 45 completed.  
 Blue square, green diamond, yellow alien, blue square—Wave 50 completed.  
 Pillar, blue square, blue square, yellow alien—Wave 55 completed.  
 Red circle, blue square, red circle, green alien—Wave 60 completed.  
 Red circle, green diamond, green diamond, green alien—Wave 65 completed.  
 Red circle, blue square, blue square, pillar—Wave 70 completed.  
 Green alien, green alien, yellow alien, red circle—Wave 75 completed.  
 Pillar, red circle, red circle, pillar—Wave 80 completed.  
 Blue square, green alien, green diamond, red circle—Wave 85 completed.  
 Yellow alien, green alien, red circle, green diamond—Wave 90 completed.  
 Pillar, pillar, green alien, blue square—Wave 95 completed.  
 Pillar, yellow alien, green diamond, green diamond—See the credits.  
 Blue square, pillar, green diamond, green alien—Read the "Story of Alan."  
 Yellow alien, pillar, pillar, green alien—Read the real story of Alan.  
 Green alien, green alien, red circle, blue square—Mini-game (longer than head).  
 Red circle, green diamond, blue square, green alien—Mini-game "Snake."  
 Green alien, green alien, blue square, green alien—Mini-game "Find Herder."

#### STUNT-TIME: STUNT-TIME GAMES

**Passcode:**  
 M H T G F B—The Case of the Missing Mystery.  
 M H T G F B—The Case of the Rock & Roll Mystery.  
 R O T M N J—The Case of the Green Ghost.  
 F L H C W—The Case of the Summer Camp Games.

#### STUNT-TIME: THE STORIES

**Atari Code**  
 Secret—B—2110  
 Secret—1101  
 Secret—0329  
 Secret—2795  
 Secret—1101  
 Game ending—1943  
**Joan's Code**  
 Chase "Atari Code" from the Command Center menu and enter the code 0 0 0 1. You will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to give your character fly through the air to any part of the current stage.  
**Stage Skip**  
 Chase "Atari Code" from the Command Center menu and enter the code 2 4 3 5. You will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to jump, then press SELECT, you will be warped to the end of the stage.

#### STUNT-TIME: THE STORIES

**Atari Code**  
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#### STUNT-TIME: THE STORIES

**Atari Code**  
 Chase "Atari Code" from the Command Center menu and enter the code 2 4 3 5. You will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to jump, then press SELECT, you will be warped to the end of the stage.

ber of times you have to press up to change the symbol in each box. You can also advance through the same in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192 234 as follows:  
 1) Highlight the first icon box, press Up twice.  
 2) Highlight the second icon box, press Up nine times (let Down once).  
 3) At the third box, press Up twice.  
 4) At the fourth box press Up twice.  
 5) At the fifth box press Up three times.  
 6) At the last box press Up four times.  
 You'll get a message to confirm proper entry of each code:  
 192-234—Unlabeled Reptile.  
 285-235—Fights against Reptile.  
 01-08—Unlabeled Reptile.  
 987-123—Up power bar.  
 100-100—Throwing disabled.  
 020-020—Blocking disabled.  
 018-020—Peri Kombal.  
 915-125—Psycho Kombal.  
 328-333—Ranger Kombal.  
 000-703—Computer starts with 1Mile.  
 703-200—Player 1 starts with 1Mile.  
 010-010—Computer starts with 12Mile.  
 023-000—Player 1 starts with 12Mile.

#### THE WIZ

**Passcode:**  
 Adventure Park—D M M N N  
 The Living Room—H M R R G  
 Valcano Under—C L L R S  
 Magic Street—J M P B  
 Ice Cream—S M T C H

#### THE NEW ADVENTURE OF

**Passcode:**  
 The Case of the Wizard Mystery—C H T P M  
 The Case of the Haunted Castle—Q M T C H  
 The Case of the Fun House Mystery—L H D Q J  
 The Case of the Wizard's World Game—M D G C M Q

#### THE WIZ

**Passcode:**  
 Play as the Wizard—0 6 2 7 5 4 5  
 Play as the Wizard's Kid—0 6 6 5 7 4 4  
**Secret Codes**  
 Choose "Enchantment" from the main menu and choose a turn. When the "H" screen appears, enter any of the following codes to get different effects:  
 Infinite Turbo—START, START, START, START, START, B, A, A, A, Up.  
 No Fumble—START, START, START, START, B, A, A, A, Down.  
 Invisible Recover—START, START, START, START, B, B, B, A, A, Up.  
 No Fumble—START, START, START, B, B, B, A, A, Up.  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

#### DOOMWORLD ADVENTURES

**Super Jump**  
 When Alex is jumping, grab the START button to pause the game while he's still in mid-air. When you release, Alex will jump again, doubling the height for length of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

#### Passcode

Level 2—0 0 C B M  
 Level 2—1 0 M R C C  
 Level 2—2 0 M C C  
 Level 2—3 0 P C C D  
 Level 2—4 0 T C C J  
 Level 2—5 0 T C C J  
 Level 2—6 0 T C C J  
 Level 2—7 0 T C C J  
 Level 2—8 0 T C C J  
 Level 2—9 0 T C C J  
 Level 2—10 0 T C C J  
 Level 2—11 0 T C C J  
 Level 2—12 0 T C C J

#### POTENTIAL: THE NEW ADVENTURE

**Passcode:**  
 The Wilderness—W M M R T S  
 Underground Caves—F L T W T R S  
 The Wilderness—H Q D W R  
 The Wilderness—S L T H R N G  
 The Wilderness—H Q D W R  
 The Wilderness—S L T H R N G

#### POTENTIAL: THE NEW ADVENTURE

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.

**Secret Codes**  
 Start in Overtime—A, A, A, A, A, Up.  
 Parking Lot Full—START, START, START, B, B, A, A, Down.  
 Night Game—START, START, B, B, A, A, Right.  
 Predator Mode—START, START, START, START, START, B, B, B, B, A, Up.



















**GAMESHARK**  
Codes for use with InterAct  
Game Products' GameShark  
Video Game Enhancers

### PlayStation

#### 007 Racing

50000602-0000 + 8003DA7E-0101—  
All levels unlocked  
8005D9A-0000—Infinite health  
D00C1C7A-ACC2 + 800C1C7A-2400—  
Infinite ammo  
D00C1C12-AC82 + 800C1C12-2400—  
Infinite shield  
8005E240-E0FF + 8005E242-05F5—  
Max. score  
D003C1FA-F7FF + 8005E9CC-03E8 +  
D003C1FA-F7FF + 8005E9D0-000A +  
D003C1FA-F7FF + 8005E9D4-0005 +  
D003C1FA-F7FF + 8005E9D8-0078 +  
D003C1FA-F7FF + 8005E9DC-000A +  
D003C1FA-F7FF + 8005E9E0-1000 +  
D003C1FA-F7FF + 8005E9F0-0064 +  
D003C1FA-F7FF + 8005E9F4-0001 +  
D003C1FA-F7FF + 8005E9F8-000A +  
D003C1FA-F7FF + 8005E9FC-0064 +  
D003C1FA-F7FF + 8005EA00-0001 +  
D003C1FA-F7FF + 8005EA08-0001 +  
D003C1FA-F7FF + 8005EA0C-0084—  
Press R1 for all weapons

**Casper: Friends Around the World**  
800DCA82-0063—Have all friendship  
crystals  
300DCA81-0063—Infinite lives  
800DCAE0-000A—Infinite health  
80097C5C-0078—Infinite energy

#### Detective Barbie

80010144-00FF + 80010146-00FF—  
Have all clues

#### Driver 2

D005589C-000A + 8005589E-1000—  
Enter and exit cars anytime  
D001CDA8-0008 + 8001CDAA-1043—  
Infinite damage  
D01C1308-F809 + 801C130C-0000—  
All cities available  
D0071E54-2021 + 80071E5A-2400—  
Able to jack police cars  
D001CD8C-0003 + 8001CDBE-1000—  
Other vehicles destroyed easily

#### Final Fantasy IX

8008B780-E0FF + 8008B782-05F5—  
Max. gil

#### Freestyle Motocross: McGrath vs. Pastrana

3008C04C-0001—Unlock Mirror  
Mode, Loch Ness  
3008C04D-0001—Unlock Mirror  
Mode, Tombstone  
3008C050-0001—Unlock Mirror  
Mode, Volcano  
3008C04F-0001—Unlock Mirror  
Mode, Arctic  
3008C051-0001—Unlock Mirror  
Mode, Desert  
50000402-0000 + 800b042-0101—  
Extra tracks available  
3008C052-0001—Unlock Mirror  
Mode, Inca  
8008C05E-0101 + 3008C060-0001—  
All classes unlocked  
8008B5D6-05F5 + 8008B5D4-E0FF—  
Always 1st in Freestyle Mode  
E00884A5-0000 + 3008B4A5-0002—  
Start on final lap, Race

#### Galaga: Destination Earth

8008C054-0063—Infinite lives  
8008C07E-0008—Infinite shields  
8008C000-E0FF + 8008C002-05F5—  
Max. score  
8008C090-0096—Max. merits  
8008C080-0001—Always have smart  
bomb  
8008E8E8-0000—Rapid-fire

#### Looney Tunes Racing

D00D6488-0000 + 800D6488-0002—  
Start on last lap  
800D6554-0006—Infinite special  
300C21DC-00FF—Max. championship  
points  
800986E8-FFFF + 800986F0-FFFF +  
800986F2-FFFF + 800986F4-FFFF +  
800986F6-FFFF + 800986FC-FFFF—Un-  
lock everything  
800986EC-FFFF + 800986EE-FFFF—All  
challenges complete

#### Monster Rancher Hop-a-Bout

30141451-0003—Infinite lives  
801413CA-0950—Stop timer  
80148934-E0FF + 80148936-05F5—  
Max. score

#### Mort the Chicken

8008562C-0064—Max. coins  
8008D544-0060—Infinite health  
D008699A-8FFF + 8008D596-FFFF—  
Mega jump  
8009AD3E-0012—Unlock all levels

#### Muppet Monster Adventure

800CC8BA-03E7—Peacock Purgatory  
goals met  
800CCBF2-03E7—Hallways of Doom  
goals met  
800888FE-03E7—Max. Colored stars

300CC886-00FF—Have Bonus Level  
One  
30088909-0003—Infinite health  
30088908-0009—Infinite lives

#### NCAA Final Four 2001

8006318C-0090—Away team scores  
150  
80062674-0000—Home team scores  
150  
8006318C-0090—Away team scores 0  
80062674-0000—Home team scores 0

#### RayCrisis: Series Termination

800D9C8C-E0FF + 800D9C8E-05F5—  
Max. score  
8008730C-0000—0 encroachment  
300D8AAF-0009—Infinite lives (Invic-  
ibility)  
800D8A88-0008—Max. targets avail-  
able  
800D9C96-0010—Always have round  
divide

#### Ready 2 Rumble: Round 2

800B341A-00F0—Infinite cash  
8008D030-0064—Infinite health,  
Player 1  
8008D030-0000—Low health, Player  
1  
D008D030-0064 + 8008D030-0032—  
50% health, Player 1  
8008D034-0064—Infinite stamina,  
Player 1  
8008D034-0000—Low stamina, Player 1  
80081970-0064—Infinite health,  
Player 2  
80081970-0000—Low health, Player 2  
D0081970-0064 + 80081970-0032—  
50% health, Player 2  
80081974-0064—Infinite stamina,  
Player 2  
80081974-0000—Low stamina, Player 2  
8008D03C-0090—Full Rumble Meter,  
Player 1  
8008D03C-0000—Empty Rumble  
Meter, Player 1  
8008197C-0090—Full Rumble Meter,  
Player 2  
8008197C-0000—Empty Rumble  
Meter, Player 2

#### Supercross

800C2FDA-FFFF + 800C2FDC-FFFF +  
800C2FDE-FFFF—Unlock all tracks

#### Tiger Woods PGA Tour Golf

D0061250-0010 + 8004AFF6-0001—  
Press  $\Delta$  for low stroke

#### Tom and Jerry in House Trap

80052670-0000—Unlock all levels  
D00327BA-FFFF + 8006BAFC-03E8 +  
D00327BA-FFFF + 8006BAFE-03E8—  
Press L2 to refill health, Player 1



D00327BA-FBFF + B006BAFC-0000 +  
D00327BA-FBFF + B006BAFE-0000—  
Press L1 for no health, Player 1  
D00327BA-FDFF + B006BF24-03EB +  
D00327BA-FDFF + B006BF26-03EB—  
Press R2 to refill health, Player 2  
D00327BA-F7FF + B006BF24-0000 +  
D00327BA-F7FF + B006BF26-0000—  
Press R1 for no health, Player 2

**Tomb Raider: Chronicles**

B00BB72C-0005—Have all weapons

**Ultimate Fighting Championship**

D0155538-0000 + B0155538-03E7—In-  
finite skill points  
50000C02-0000 + 8001F2D4-0101 +  
8001F2BE-0002—All movies unlocked  
B001F16A-FFFF—All cheats unlocked  
B0073A04-0001 + 30073D3A-0001—  
Invincible  
30073D3D-0001—Infinite ammo  
30073D3B-0001—All weapons  
8009D86C-E0FF + 8009D86E-05F5—  
\$999,999 Russian Roulette

**Nintendo 64****Madden NFL 2001**

D006AA39-0003 + B006AA39-0001—  
Infinite downs  
D006AA39-0001 + B006AA39-0004—1  
down per possession  
B0073B7E-0003—Infinite time outs,  
away team  
B0071617-0003—Infinite time outs,  
home team  
50000B02-0000 + 81061850FFFF—All  
stadiums unlocked  
50001102-0000 + 810C1628-FFFF—  
Unlock all teams  
B115P9F0-FFFF—Infinite tokens

**Mia Hamm's Soccer 64**

B1063B6E-0000 + B1063BF2-0000—  
Stop timer  
B00690F6-0014—Home team scores  
20  
B00690F6-0000—Home team scores 0  
B00690FA-0014—Away team scores 20  
B00690FA-0000—Away team scores 0

**Ready 2 Rumble Boxing: Round 2**

B0101E6F-0003 + B0101E73-0003 +  
B0101E77-0003 + B0101E78-0003 +  
B0101E7F-0003 + B0101E83-0003 +  
B0101E87-0003—Enable extra charac-  
ters  
B0101F0B-0008—Win 1 fight to com-  
plete Arcade Mode  
D10FF6C2-0000 + B10FF6C2-0090—  
Full Rumble Meter, Player 1  
B10FF6C2-0000—No Rumble Meter,  
Player 1

D112154-0020 + 810FE352-15FF—  
Press L for more time  
D112154-0010 + 810FE352-0000—  
Press R to end round

**Spider-Man**

810ECD7E-FFFF—All costumes un-  
locked  
810ECD8E-FFFF—All game covers un-  
locked  
810ECD88-FFFF + B10ECD8A-FFFF—  
Comic collection unlocked  
810ECD80-FFFF + 810ECD82-FFFF—All  
characters in viewer  
810ECD84-FFFF + 810ECD86-FFFF—All  
slides unlocked

**Tom and Jerry in Fists of Furry**

B00E279C-00C8—Infinite health,  
Player 1  
800E279C-0000—Low health, Player 1  
B00E27CF-0001—One win needed,  
Player 1  
B00E2A75-00C8—Infinite health,  
Player 2  
B00E2A75-0000—Low health, Player  
2  
B00E2AA7-0001—One win needed,  
Player 2  
B00E27CF-0000—Player 1 never wins  
B00E2AA7-0000—Player 2 never wins  
B00E44F2-00FF—Unlock all characters

**Game Boy****Air Force Delta**

0160-97CD—No damage  
0160-9DCD—Infinite fuel  
0199-89CD + 0199-BACD + 0199-  
8BCD—Max. score

**Army Men 2**

013C-3DCE—Infinite health

**Army Men: Air Combat**

0128-CAC2 + 0128-DBFF—Infinite  
health

**Army Men Sarge's Heroes 2**

0163-4AD0—Infinite missiles  
012B-0CDD—Infinite health

**Chicken Run**

0109-DOC1—Infinite feed

**The Grinch**

9100-8BC0 + 9500-3BDD—All pre-  
sents collected  
9105-BDC0—Infinite snowballs

**Lemmings**

0132-0BC9—Stop timer  
0163-F8C8—Infinite climber  
0163-F9C8—Infinite floater

0163-FAC8—Infinite bomber  
0163-FBC8—Infinite blocker  
0163-FCC8—Infinite builder  
0163-FDC8—Infinite basher  
0163-FEC8—Infinite miner  
0163-FFC8—Infinite digger

**Mary-Kate and Ashley's Pocket Planner**

0109-DBC9 + 0109-D9C9 + 0109-DAC9  
+ 0109-DBC9—Max. score (Drop to  
Shop)  
0100-05C9—Infinite tries (Drop to  
Shop)

**Mia Hamm Soccer Shootout**

0114-A2C8—Home team score 20  
0100-A2C8—Home team score 0  
0114-A4C8—Away team score 20  
0100-A4C8—Away team score 0

**M&M Minis Adventure**

9106-09C0—Infinite health  
9163-08C0—Infinite lives  
9155-DECO—Big score

**MTV Sports: T.J. Lavin's Ultimate BMX**

0130-E9C2—Stop timer  
0199-EFC2 + 0199-FDC2 + 0199-  
F1C2—Max. score

**Nicktoons Racing**

9101-3AC4—Start on last lap  
9101-39C4—Always first place  
9105-35C4—Stop timer

**Pokémon Puzzle Challenge**

9100-6BC8—Stop timer

**Powerpuff Girls: Paint the Townsville Green**

0163-4CCC—Infinite Black Chemical X  
0101-59CC—Have Blossom hotline  
0101-5ACC—Have Bubbles hotline  
0109-50CC—Infinite lives  
015A-4ACC—Infinite flight  
0109-14D0—Infinite health

**Road Champs BXS**

9104-52CC—Stop timer

**Star Wars Episode I: Obi-Wan's Adventures**

010A-F2CF—Infinite health  
0199-E9CF—Infinite ammo  
010A-EACF—Infinite force  
0199A7C1—Infinite lives

**Ultimate Fighting Championship**

012B-0BC7—Infinite health, Player 1  
0100-0BC7—No health, Player 1  
012B-2BC7—Infinite health, Player 2  
0100-2BC7—No health, Player 2

GameShark codes



## Dreamcast

## Aerowings 2: Airstrike

484A08250000-0001—Enable level 2  
 98581E180000-0001—Enable level 3  
 C4DBF3140000-0001—Enable level 4  
 25777A90000-0001—Enable level 5  
 67387FAD0000-0001—Enable level 6  
 85962E610000-0001—Enable level 7  
 E5070C780000-0001—Enable level 8  
 483A08250000-0001—Enable level 9  
 7C05C7EE0000-0001—Enable level 10  
 C468F3140000-0001—Enable level 11  
 F529826A0000-0001—Enable level 12  
 533763880000-0001—Enable level 13  
 98881E180000-0001—Enable level 14  
 E5870C780000-0001—Enable level 15  
 252777A90000-0001—Enable level 16  
 7C75C7EE0000-0001—Enable level 17  
 7385C7EE0000-0001—Enable level 18  
 C8E8F3140000-0001—Enable level 19  
 FAA9826A0000-0001—Enable level 20  
 5C8763880000-0001—Enable level 21  
 94081E180000-0001—Enable level 22  
 EA370C780000-0001—Enable level 23  
 2AA777A90000-0001—Enable level 24  
 73F5C7EE0000-0001—Enable level 25  
 AAD3457D0000-0001—Enable level 26  
 F1A9826A0000-0001—Enable level 27  
 35F130A80000-0001—Enable level 28  
 81E399EC0000-0001—Enable level 29  
 C838F3140000-0001—Enable level 30  
 484B4825E06D-F041 +  
 E07070410000-0000—Enable all levels/planes  
 8013884E0000-0001—T-2 Jet trainer  
 7235D54C0000-0001—T-4 Jet trainer  
 466A19870000-0001—F-1 Support fighter  
 46DA19870000-0001—F-2A Support fighter  
 F98990C80000-0001—F-28 Support fighter  
 F9F990C80000-0001—F-4J Navy fighter  
 D7A885910000-0001 +  
 90180C890000-0001—F-4EJ fighter  
 7745D54C0000-0001—F-15J fighter  
 417A19870000-0001—F-15DJ fighter  
 2F6765080000-0001—F-104J fighter  
 ECE71EDA0000-0001—F-14A Navy fighter  
 ECE71EDA0000-0001—F-15A fighter  
 AD8357DF0000-0001—F/A-18C Navy fighter  
 3DE1220A0000-0001—F-15DJ Aggressor  
 E3F71ED90000-0001—F-16 Aggressor  
 80C63CC00000-0001—F-14A Testbed  
 80863CC00000-0001—F-15DJ Aggressor 2  
 9EA80CBA0000-0001—F/A-18C Aggressor  
 78D5D54F0000-0001—T-3 special color

5747711A0000-0001—XF-3 Super Recipro Fighter

## Cannon Spike

8C6361DD05F5-E0FF—Max. score, Player 1  
 A7237D4C0000-0004—Infinite specials, Player 1  
 520756930000-000A—Infinite credits  
 7C053FDF05F5-E0FF—Max. score, Player 2  
 9888262A0000-0004—Infinite specials, Player 2

## Capcom vs. SNK

5F877CE0000-3840—Infinite health, Player 1  
 F1E99D300000-3840—Infinite health, Player 2

## Dino Crisis

94F807770000-0480—Infinite health

## ESPN NBA 2Night

F12981380000-0090—Home team scores 150  
 266768D80000-0090—Away team scores 150  
 F12981380000-0000—Home team scores 0  
 266768D80000-0000—Away team scores 0

## Jet Grind Radio

2AA7AEC10000-5208—Infinite time

## Maximum Pool

185428100000-0000—Always Player 1's turn  
 185428100000-0001—Always Player 2's turn

## Red Dog

AS4351750000-FFFF—Tons of points  
 C238E8970000-0002—Max. lives  
 A2435DA80000-00C8—Infinite side arm ammo

## Resident Evil 3: Nemesis

EEF73CD40000-00C8—Infinite health (Jill)  
 74753769FFFF-FFFF—Have all files  
 439678A20000-00FE +  
 746987690000-00FE—Have all maps  
 98F02E9D0000-000A—Have 10 slots  
 60C80F280000-0001 +  
 A29335F80000-0002 +  
 F259F2EC0000-0003 +  
 3DB1402D0000-0004 +  
 89A3E96A0000-0005 +  
 9D486E9D0000-0006 +  
 E3777CFE0000-0007 +  
 23E7072F0000-0008 +  
 7A8587680000-0009 +  
 83865EE70000-000A +

15D472F80000-0008 +  
 4D2A78A30000-000C +  
 9D386E9D0000-000D +  
 C27883920000-000E +  
 2357072F0000-000F +  
 5527133D0000-0010 +  
 A3E335F80000-0011 +  
 E3A77CFE0000-0012 +  
 4D8A78A30000-0013 +  
 7A6587680000-0014—All weapons in box

## Skies of Arcadia

5677A4E005F5-E0FF—Infinite gold  
 84E6935270F-270F—Max. HP (Vyse)  
 F519453E270F-270F—Max. HP (Aiko)

## Sonic Adventure

8D4E21C80000-0000—Super low time  
 2087A25F0000-00FF—255 emblems

## Sonic Shuffle

7E85DD780000-03E7—999 rings, Player 1  
 846383790000-03E7—999 rings, Player 2  
 7E85DD7A0000-03E7—999 rings, Player 3  
 846383780000-03E7—999 rings, Player 4  
 7E85DD780000-0000—No rings, Player 1  
 846383790000-0000—No rings, Player 2  
 7E85DD7A0000-0000—No rings, Player 3  
 846383780000-0000—No rings, Player 4  
 5087792E0000-03E7—Infinite rings for Album  
 A2435FE80000-0000—Player 1 fights all battles/events

## Spec Ops II: Omega Squad

184C02750000-0064—Infinite health  
 12F416E90000-03E7 + 90F80A8F0000-03E7 + 5D17772F0000-03E7—Infinite ammo  
 EC5718EF0000-0063 + 86D38D780000-0063 + 5867772C0000-0063 +  
 145416E80000-0063—Infinite grenades

## Star Wars: Demolition

30F12A180000-FFFF—Infinite credits  
 9508CA8030303000 +  
 E837D6C80303-0303 +  
 28A7AD1A0103-0303 +  
 72F5DD500000-0101—All vehicles/movies/characters

# TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

## FLIPPER'S AMUSEMENT CENTER

Town & Country Mall • Miami, FL 33174 • (305) 273-0381

GAME	HI SCORE	NAME
Mortal Kombat II	12 wins	TVD
Mortal Kombat II	10 wins	RJD
Capcom vs. SNK	11 wins	Robert Cantillo
Capcom vs. SNK	49 wins	Angel Mateo
Capcom vs. SNK	18 wins	Nelson Santamaria
Capcom vs. SNK	15 wins	Johan Palacios

## THE DUNGEON

1371 West Tunnel Blvd. • Houston, LA 70260 • (281) 872-1283

GAME	HI SCORE	NAME
Cruis'n Exotica (All tracks)	17:37:26	Wayne Folse
Cruis'n Exotica (Alaska)	1:12:73	Wayne Folse
Cruis'n Exotica (Amazon)	1:08:17	Wayne Folse
Cruis'n Exotica (Atlantic)	1:23:12	Wayne Folse
Cruis'n Exotica (Hong Kong)	1:30:47	Wayne Folse
Cruis'n Exotica (Mars)	1:29:40	Wayne Folse
Cruis'n Exotica (Sahara)	1:11:75	Wayne Folse
Cruis'n Exotica (India)	1:09:31	Wayne Folse
Cruis'n Exotica (Ireland)	1:20:82	Wayne Folse
Tekken 3 (Yoshimitsu)	1:42:35	Eric Candies

## STOP N PLAY ARCADE

5933 US 19 North • Port Richey, FL 34668 • (727) 852-6666

GAME	HI SCORE	NAME
Alpine Racer (Intermediate)	1:52:791	TEK
Alpine Racer (Expert)	2:03:779	TEK
Alpine Racer (Novice)	1:26:781	JRM
Area 51	246,625	Michael Foley
Bride of Pinbot (pinball)	1,014,064,120	Danny Rodriguez
Golly Ghost	339	Deborah V. Gordon
Gunblade (Score Attack Remix)	44,637	John Wells
Marx TT (Looney Course)	2:05:79	Michael Michaels

## MotoGP worldwide time attack contest

Namco is sponsoring a time attack contest for MotoGP on PlayStation 2! This includes countries all over the world, including Japan. We'll post the top times for the USA right here each month. Thank you've got what it takes? All you need is a fast time in MotoGP and Internet access!

### Submission Instructions

To submit your time, you must obtain a password from the MotoGP game. At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. (If you don't have any lap times in Time Trial, no passwords will appear.) Next,

you may submit your password, which has your lap time encoded within it, to Namco's web page (<http://www.namco.com>). You can also proceed to the submission page directly at the following URL: <http://www.namco.com/phones/ps2/motogp/ranking-world/>. Here are the top USA rankings as of December 5, 2000. Only the top 200 rankings for each circuit are recorded. The Time Attack contest has just started, so get your times in and you might see your name in the next issue of *Tips & Tricks*!



RANK	NAME	DATE	LAP TIME	BIKE
<b>Suzuka Circuit (Simulation Mode OFF)</b>				
185	SpacTrukin	12.01.00	2'05"593	Honda NSR500 (Repsol Honda)
<b>Paul Ricard Circuit (Simulation Mode OFF)</b>				
52	slingshot	12.13.00	1'19"155	Honda NSR500 (Alca Civillia)
69	FlashJordan	11.28.00	1'15"335	Honda NSR500 (Tadayuki Okada)
<b>Jerez Circuit (Simulation Mode OFF)</b>				
5	slingshot	11.12.01	1'40"621	Honda NSR500 (Alca Civillia)
55	Zero Cool	11.17.00	1'41"865	Honda NSR500 (Repsol Honda)
<b>Donington Circuit (Simulation Mode OFF)</b>				
109	Jay Winter	12.30.00	1'31"646	Honda NSR500 (Tadayuki Okada)
124	Matthew Davis	11.14.00	1'31"908	Honda NSR500 (Sete Gibernau)
<b>Twin Ring Motegi (Simulation Mode OFF)</b>				
179	SamStrike	11.09.00	1'50"738	Honda NSR500 (Alex Civillia)
<b>Suzuka Circuit (Simulation Mode ON)</b>				
89	Gary	11.20.00	2'14"266	Suzuki RGV-Gamma (Konny Roberts)
<b>Paul Ricard Circuit (Simulation Mode ON)</b>				
40	FlashJordan	12.01.00	1'16"761	Aprilia RSW-2 500 (Tebuya Honda)
61	Jesus Medina	12.06.00	1'18"725	Honda NSR500 (Repsol Honda)
<b>Jerez Circuit (Simulation Mode ON)</b>				
43	Gary	11.20.01	1'44"821	Honda NSR500V (T-kuma Aoki)
48	Trap	11.10.01	1'46"295	Aprilia RSW-2 500 (Aprilia GP Racing)
<b>Donington Circuit (Simulation Mode ON)</b>				
36	Gary	11.20.01	1'33"781	K1
<b>Twin Ring Motegi (Simulation Mode ON)</b>				
49	Gary	11.20.01	1'55"825	Shimazaki SPECIAL (Gun Koma)

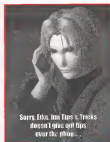


## HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call Ties & Ties! We don't have a tip hotline and we're very busy working on the next issue for you.

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Sure, Eric, but tips & tricks don't give you tips over the phone...

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## 1999

**January - (X991) Bust a Groove:**  
Tomb Raider III (Part 1), Guilty Gear,  
Glover, Xenogears, Crash Bandicoot:  
Warped

**February - (X992) Gauntlet Legends:**  
Brave Fencer Musashi, Penny Racers,  
Destrega, The Legend of Zelda:  
Ocarina of Time (Part 2), Tomb Raider  
III (Part 2)

**March - (X993) Syphon Filter (Part 1):**  
CarnEvil, Imitating Stick, Snowboard  
Kids 2, Castlevania (Part 1), Tetris

**June - (X996) Super Smash Brothers:**  
Super Mario Brothers Deluxe, Ehrgeiz,  
Shadow Madness, The House of the  
Dead 2 (Part 1), Bomberman Fantasy  
Race, Guardian's Crusade (Part 2)

**July - (X997) Driver:** Gex 3, Star Wars  
Episode 1 Racer, Bloody Roar 2,  
Driver (Part 1), Star Ocean: The  
Second Story, Hybrid Heaven, NBA  
Showtime: NBA on NBC, The House of  
the Dead 2 (Part 2)

**August - (X998) Shadow Snap:** Ape  
Escape, R-Type Delta, Shadowgate 64  
(Part 1), Superman, Jade Cocoon,  
Driver (Part 2)

**October - (X99A) Final Fantasy VIII  
(Part 1):** Dino Crisis, Duke Nukem: Zero  
Hour, Sonic Adventure, Survival Kids

**November - (X99B) Crash Team  
Racing:** Monster Rancher 2, WCW  
Mayhem, Mortal Kombat Gold, Rising  
Zan: Samurai Gunman, Tekken Tag  
Tournament, Final Fantasy VIII (Part 2)

**December - (X99C) 007: Tomorrow  
Never Dies:** Winback, Spyro 2:  
Ripto's Rage, Sega Bass Fishing,  
Tony Hawk's Pro Skater, Hot Wheels  
Turbo Racing

## 2000

**January - (X001) Toy Story 2:**  
Resident Evil 3: Nemesis, Toy  
Commander, Paperboy, Lego Racers,  
Harvest Moon, Prehistoric Isle 2

**February - (X002) Tomba 2:  
The Evil Swine Return:** Chocobo's  
Dungeon 2, Xena—Warrior Princess:  
The Talisman of Fate, Zombie  
Revenge, Vigilante 8: 2nd Offense,  
Dragon Warrior Monsters

**March - (X003) Jackie Chan  
Stuntmaster:** Misadventures of Tron  
Bonne, Crazy Taxi, The New Adventures  
of Mary Kate & Ashley, Jojo's Venture,  
Donkey Kong 64, Gran Turismo 2

**April - (X004) Pokémon Stadium:** Die  
Hard Trilogy 2, Dead or Alive 2, Ace  
Combat 3, Armored Core: Master of  
Arenas

**May - (X005) Syphon Filter 2:** Chu Chu  
Rocket, Strikers 1945 Plus, Front Mission  
3 (Part 1), Pokémon Stadium (Part 2)

**June - (X006) Resident Evil Code  
Veronica:** Mr. Driller, I-Spy: Operation  
Espionage, Front Mission 3 (Part 2),  
Pokémon Stadium (Part 3)

**July - (X007) X-Men Mutant  
Academy:** Excitebike 64,  
Covert Ops: Night Dragon, Street  
Fighter III: Double Impact, Army  
Men: World War, Pokémon  
Trading Card Game, Garou: Mark of the  
Wolves

**August - (X008) Marvel vs. Capcom  
2 (Part 1):** Perfect Dark, Threads of  
Fate, NGEN Racing, Metal Slug 3,  
Hercules: The Legendary Journeys

**September - (X009) Chrono Cross:**  
Kirby 64: The Crystal Shards,  
Marvel vs. Capcom 2 (Part 2),  
Seaman, Valkyrie Profile, Tokyo  
Xtreme Racer 2

**October - (X00A) Spiderman:**  
Ultimate Fighting Championship,  
Incredible Crisis, Street Fighter III: 3rd  
Strike, Ogre Battle 64

**November - (X00B) Capcom vs. SNK  
(Part 1):** Ridge Racer V, Eternal Ring,  
Armored Core 2, Army Men: Sarge's  
Heroes 2, Tony Hawk's Pro Skater 2,  
The Gird

**December - (X00C) 007: The World Is  
Not Enough:** The Legend of Zelda:  
Majora's Mask, Jet Grind Radio,  
TimeSplitters, Capcom vs. SNK (Part 2)

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by  
Mike  
Daly

## TIPS &amp; TRICKS

SPORTS  
DESK

Greetings, sports fans, and welcome to the *Tips & Tricks* sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and natter changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

## NCAA GameBreaker 2001



Out with the old, in with the new! This goes without saying every New Year, and as the calendar changes, so ends football season. While it may be too late to go win one for the Gipper at this point, those still hankering for some pigskin action and contemplating the possibilities of the NFL can practice for the Gipper, at

least, with 989 Sports' NCAA GameBreaker 2001 for the PlayStation 2. Arriving on the tail end of the initial PS2 craze as well as that of the actual football season, GameBreaker for PS2 is somewhat of a lame duck entry in the football simulation competition. With all of the features of its PS One companion—a customizable playbook, a season mode with actual bowl games and awards (Heisman, anyone?), a coaching career mode and a senselessly unreal tournament season mode—the PS2 GameBreaker 2001 does little to up the ante of its presentation. Obviously, with the elevation to a



more sophisticated platform, GameBreaker's graphics have slightly improved, but the feel remains the same. 989 continues to put its own spin on the delivery of the ball by adding a Total Control feature which allows the user to underthrow or overthrow receivers based on the available crosses allowed by the defense. One problem with GameBreaker's appearance (and this seems to apply to 989 football games across the board) is the processing of analog vs. digital signals from the Dual Shock controller. The use of the analog feature of the controller creates the fluid and realistic look of real-life football, which has become the standard for these games. Unfortunately, the digital D-pad only delivers eight different directions; when you use it, the players in the game appear capable of running in eight distinct directions only. You'll be running up the middle and everything looks fine...but when you make and change direction, the player is suddenly moving in another direction without the slightest hint of the effects of momentum or inertia. This anomaly compromises the game's appearance and harkens back to the flaws of the football simulations of the early and mid '90s. One can get around this drawback simply by using the analog controller, which delivers a much more precise and realistic style of movement, illustrating obvious concepts of common physics. However, using the analog stick is an uncomfortable adjustment for many gamers used to the digital D-pad...and somewhat of an annoyance, considering that EA was able to simulate analog-style movement in Madden NFL 2001 even through the use of the D-pad. Another oddity is the fact that you can lateral the ball to yourself! If you lateral the ball and no one is behind you, the ball will bounce off the ground and right back into your hands!



## NCAA Final Four 2001



Now that we've got the gridiron out of the way, let's move on to this month's pressing business: March Madness. The insanity of college basketball at its finest is almost upon us, so in keeping with that spirit, we'll cover a couple of college

hoops games that we've ignored thus far. 989 Sports' NCAA Final Four 2001 for the PS2 might as well be the basketball companion to GameBreaker 2001. The PS2 platform delivers strong graphics, but somewhat clunky gameplay leaves a less-than-scintillating impression. 989 continues to feature its proprietary



touch-shooting feature, but even perfect use of that function can be useful if your player can't get an open look. Getting men open in Final Four 2001 can be challenging; it is one of the few basketball simulations in which playcalling can be essential, especially when playing the computer. In addition to featuring the standard icon passing that has become popular in recent years, 989 has created icon cutting and screening. Now you can set your own picks to free up your best shooters for open shots and lanes. Players can enjoy an entire season of play or just the famous 64-seed NCAA tournament that has changed the face of March. All tournament seeds can be manually adjusted so you can look forward to tournament simulations/predictions when the brackets are finally announced. One of the most annoying quirks of Final Four is that the camera doesn't always follow the ball. The ball is often inbounded off-screen, leaving you at a great disadvantage against a full-court press defense. Final Four 2001 has its strong points. The most appealing bonus is the inclusion of fully polygon-modeled cheerleaders on the sidelines striking various poses. We also love to see Michigan State star Mateen Cleaves get some props as the game's poster child, but overall the experience is slightly disappointing, especially in comparison to...





## NCAA March Madness 2001



EA Sports' *NCAA March Madness 2001* for PlayStation fully captures the spirit of the college hoops experience.

While its graphics can't realistically compete with PS2 sports games, *March Madness* more than makes

up for that aspect with superior gameplay and a greater selection of teams. In addition to offering the ability to compete in a season and/or 64-seed tournament with any Division I-A men's team from this year, *March Madness* also features a Fantasy Tournament mode in which you can play a tournament with an assortment of the best

teams in college basketball history. How cool is this? Now we can size up the various great teams of the eras and try to determine who was really the best. Whose UCLA Bruins were better, Lew Alcindor's '67 and '68 teams or Bill Walton's

'72 and '73 teams? You can recreate the showdown between Bird's '79 Indiana State team and Magic's Michigan State team of the same year. Other notables include Bill Russell's '56 San Francisco team, the '91 UNLV Runnin' Rebels, the '82 Tarheels with Michael Jordan, James Worthy and Sam Perkins, Phi Slamma Jamms (the '83 Houston team with Drexler and Olajuwon) and the

championship teams of UCLA '95 and Kentucky '98. The only drawback to the Fantasy Tournament mode is the inability to customize the bracket; the bracket seeds are set randomly by the CPU only. This seems like the omission of a crucial part of any Fantasy Tournament, but it's still a cool feature. *March Madness* also offers a Women's Sweet 16 Tournament that allows one to compete as any one of 16 successful women's programs (such as the Tennessee Lady Vols or UConn's Huskies) as well as a coaching mode called Dynasty mode. This latter section features an option for Coach K's coach mode, in which you start coaching at a small college and eventually work up to a storied program. All of these modes—in addition to more ball control and movement options (a new automatic give-and-go feature has been added) keep EA at the head of the pack of basketball simulations.

## Sidelines

30-year-old LA Clippers sharpshooter Eric "Pistol" Piatkowski on the difference between him and his youthful teammates, who comprise the second youngest team in the NBA: "They're going a million miles an hour. They're dunking every time

in the warm-up lines... The things that get them fired up don't really get me too fired up. They're fired up when there's a new PlayStation coming out..."

## F1 Championship Season



Ready for a figurative and literal change of gears? How about six or seven of them? Most folks choose

automatic transmissions these days, but manual still has its appeal and in EA

Sports' *F1 Championship Season 2000*, as in real life, many of the cars have seven gears. If you're a gearhead, this should really have you chomping at the bit. The only question is, can you really stand looking at the same scenery hundreds of times? The universal knock on all lap-oriented auto racing is that it is a dull mixture of repetition and strategy, barely more exciting to the average pesserby than a game of chess. Much like chess nerds, though, auto racing fanatics can watch for a seeming eternity marveling at the efficient use of pits, winning adjustments to cars and the raw power of futuristic engines from high-profile boutique companies like Jordan and McLaren. Transforming the appeal of a sometimes lackluster sport is no ordinary challenge, but as usual, EA has risen



to the task. *F1 Championship Season* for PlayStation features a multi-lingual option (an intelligent inclusion considering that the majority of F1 tracks are overseas) as well as the drivers and teams that have made names on the circuit over the last few years, including Mika Hakkinen's McLaren team, Michael Schumacher's Ferrari

team and Ernie Irvine's Jaguar team. The standard F1 circuit is featured and includes tracks at Melbourne, Malaysia and Japan, as well as the more famous tracks at Monte Carlo and Indianapolis. *F1* allows a high degree of control over one's car as well as the ability to make adjustments to many facets of the aerodynamics and engine, before each race and at every pit stop. There is definitely a learning curve with *F1*'s driving style; it takes a while to truly get a feel for how the cars handle. EA has done several things to make these difficulties more tolerable for the less-experienced driver. There is no option for a fully manual transmission; one can either choose automatic or semi-automatic, which allows drivers to choose their own gears, but defaults to automatic if certain parameters are ignored. For instance, if one attempts to come to a complete stop in fourth gear, the CPU will automatically downshift. There is also an option for driving aid, which announces proper times to begin braking as well as assisting in necessary braking for sharp turns. Each track has a training mode which instructs drivers when to begin turning at corners and how fast to go on straightaways. The PS One version also contains a time trial mode.



*F1 Championship Season 2000* for PlayStation 2 is largely a graphically superior version of its PS One counterpart. Though the PS2 version features fewer modes (only single Grand Prix, Custom Championship and Full Championship, i.e. no training or time trials) it allows for two-player competition which is not part of the PS One game. This is certainly

more suitable for those interested in head-to-head races. One thing that *F1* for the PS2 does really well is to give the player an incredible sense of speed. The sound effects are top-notch; the engine screams when you hit over 180 mph. *F1* remains true to the racing purist on both PS One and PS2 platforms; now if they could only get rid of that British commentator who seems more consistent with Masterpiece Theater than the F1 racing circuit.





# Hard Core

by Pat Reynolds

Custom Armored Core Design

## Featured Core Design

### AC-733

Designed by Sean Marshall of Fort Yates, North Dakota

AC-733	Parts
Head: HD-HELM	Core: XCA-50
Arms: AN-201	Legs: LN-D-8000R
Generator: GBG-10000	FCS: QX-9009
Boosters: B-PT000	



Back Weapon L: WM-L201 Large Missile

Back Weapon R: RZ-FW2 Radar

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WG-RF/E Sniper Rifle

Option Parts: SP-IAM, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DETq

### Color Scheme

Pattern: Gleam Sash  
Color: Ice Crystal

### Performance

Armor Points: 8067

Weight: 7056

Price: 1,258,300

We haven't showcased many long-range Cores in previous Hard Core columns, so here's a nice one that nails the basics. You'll want a relatively light Core with a good generator so you can get to the high ground and away from your enemy. A back-mounted radar is pretty much necessary, since you can get even farther away and still target the enemy. Finally, a sniper rifle...and the WG-RF/E is the best in the game. It's energy based, but won't eat up your reserves because of the low fire rate. AC-733 is deadily against slow Cores; it can sit on a hill or structure out of the opponents' range and fire away. One note about playing with a Core like this: Ammo is severely limited. You'll have to make every shot count and have the patience to sit back and take opportunities as they appear instead of rushing headlong into battle.

If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of Tips & Tricks. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agatec's Armored Core series of games for the PlayStation (and Armored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

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## Warhead

Designed by Chris Kelly of Poulsbo, Washington

Warhead	Parts
Head: HD-06-RADAR	Core: XCA-00
Arms: AN-K1	Legs: LFH-XSX
Generator: GBG-10000	FCS: QX-9009
Boosters: B-HP25	

### Parts

Head: HD-06-RADAR

Core: XCA-00

Arms: AN-K1

Legs: LFH-XSX

Generator: GBG-10000

FCS: QX-9009

Boosters: B-HP25

Back Weapon L: WC-GN230

Grenade Launcher

Back Weapon R: WC-01Q1 Laser Cannon

Arm Weapon L: LS-1000W Laserblade

Arm Weapon R: WA-FINGER Machine Gun

Option Parts: SP-IAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR

### Color Scheme (General)

Base: Red: 10, Green: 10, Blue: 10

Optional: Red: 10, Green: 10, Blue: 10

Detail: Red: 30, Green: 30, Blue: 00

Joint: Red: 10, Green: 10, Blue: 10

### Performance

Armor Points: 8569

Weight: 7506

Price: 1,052,800

Grade: GREAT

Warhead fits into the Heavy Core category, with its two powerful back weapons and high AP body parts. Chris deserves recognition for putting together a Core that is very heavy but also makes good use of boosters and energy consumption. The number one problem that I see with these types of Cores is poor energy use. A lot of them are equipped with two or three energy weapons and poor boosters, resulting in a Core that runs out of energy quickly and suffers from low mobility. Warhead uses just one energy weapon, and it can boost for quite a while, even though it doesn't get very good vertical lift due to weight. However, this makes Warhead pretty speedy, able to jet around the ground while firing either of its non-energy weapons. I should also point out that Warhead uses the WA-FINGER Machine Gun, a weapon with a fast rate of fire. This is a good idea when using a heavy firepower Core, since you never, ever want to use all slow-firing weapons.



## Uncle Sam

Designed by David Schafer of Richmond, Virginia



## Parts

Head: HD-DNE  
 Core: XXX-00  
 Arms: AN-K1  
 Legs: LN-D-8000R  
 Generator: GBG-10000  
 FCS: RATDR  
 Boosters: B-VR-33

Back Weapon L: WM-L201 Large Missile

Back Weapon R: RZ-Fw2 Radar

Arm Weapon L: LS-99-MDONLIGHT Laserblade

Arm Weapon R: WG-MGS00/E

Option Parts: SP-MAW, SP-IAM, SP-ABS, SP-SAP, SP-CND-K,  
 SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

## Color Scheme (General)

Base: Red: 46, Green: 46, Blue: 46

Optional: Red: 00, Green: 00, Blue: 22

Detail: Red: 30, Green: 00, Blue: 00

Joint: Red: 49, Green: 46, Blue: 46

Grade: GREAT

## Performance

Armor Points: 8172

Weight: 6885

Price: 1,055,600

It's about time someone sent in a patriotic Core! Uncle Sam fills the bill nicely; it's a well-balanced Core, although a bit light on armament. The energy Machine Gun is a good weapon. It finds the balance between the high damage-dealing power of the laser rifles and the fast rate of fire of the machine guns. Uncle Sam's Large Missile rounds out the weapons. A missile unit is never a bad idea, especially in Versus Mode. This Core has a couple of minor flaws. The first can't really be called a flaw at all; it's more of a playing style preference. If you like to rush in with guns blazing, wasting ammo and hoping to hit the opponent, don't use this Core. You'll exhaust your ammo and have nothing but your Laserblade to finish the battle. On the other hand, if you have a more patient style of play, lining up your shots carefully and planning your attacks, then you should be fine with Uncle Sam. The only other flaw is that boosting with this Core east energy fast—and since the main weapon also uses energy, you'll have to be constantly aware of your reserves and be careful not to do too much boosting and firing for long periods of time.



In place of an "AC Challenge" this month, I'm going to answer some questions from Hard Core readers. Here are some of the most common questions I see each month:

**Q: In the Ex Arena (Master of Arena), what is the question mark between the FromSoft Arena and Custom Arena?**

**A:** That would be the Master Arena, accessible after you take first place in the other Arenas.

**Q: Does Armored Core 2 allow you to use your previous AC's?**

**A:** Unfortunately, you can't import Cores from any of the three PlayStation AC titles into AC2. However, if you have a Core design or certain weapons that you really like, there's a very good chance that you'll find similar parts in AC2 and be able to recreate your masterpiece.

**Q: Why was the SP-M/AUTO created? It seems useless. If you get a lock-on behind a wall, it will just waste a missile.**

**A:** I agree that the SP-M/AUTO, which auto-fires missiles when a lock-on is achieved, is fairly useless. In certain situations, however, it can be effective. In Arenas with walls and no ceilings, the

## HARDKNOX

Designed by Steve Faulkner of Oxnard, Canada



## Parts

Head: HD-06-RADAR  
 Core: XCH-01  
 Arms: AN-3001  
 Legs: LC-MDS1B  
 Generator: GBX-TL  
 FCS: FBMB-18X  
 Boosters: N/A

Back Weapon L: WX-C4 Laser Cannon

Back Weapon R: N/A

Arm Weapon L: LS-1000W Laserblade

Arm Weapon R: WG-B2120 Bazooka

Option Parts: SP-MAUTO, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

## Color Scheme (General)

Base: Red: 00, Green: 32, Blue: 32

Optional: Red: 00, Green: 30, Blue: 22

Detail: Red: 32, Green: 25, Blue: 00

Joint: Red: 32, Green: 32, Blue: 32

## Performance

Armor Points: 9619

Weight: 11710

Price: 798,440

Grade: FINE

Heavy super-Cores are a personal favorite of mine, and here's one that's literally a lumbering war machine. HARDKNOX is the first Core to appear in these pages that utilizes the mother of all back weapons, the quadruple-barreled Laser Cannon. This beast of a gun can only be carried by the heaviest of Cores—but if it hits, look out! It'll trim down even the sturdiest of Cores with just a few blasts. The Bazooka rounds out an arsenal meant for total destruction. The downside to this Core is, of course, that speed and turning ability are cut to almost nothing, and the chosen weapons will have a hard time connecting with the faster Cores. So, against slow-moving targets, HARDKNOX is a machine of destruction. I wouldn't recommend using this configuration against the speedy guys, though; especially the ones that like to hang out in mid-air.



missile units that fire straight up will almost always find their targets, so the auto-fire keeps opponents running. Also, it's a good way for beginners to ease into the game by giving them one less button to keep track of during heated battles.

**Q: Are you going to run more AC2 Core designs?**

**A:** Yes. Soon. So send them in...and for those of you who already have, don't lose hope.

**Q: I sent in my Core design months ago! Why hasn't it been printed?**

**A:** I have to rent a forklift just to move around the pile of submissions I get for this column every month! I read every single one of them, but with only enough space for four to six designs in each issue, it will take a long time to get through them all. However, I can offer a big tip for getting your Core design to stand out against the dozens of others I look at each month: Be unique. Above all else, I look for designs that incorporate unusual combinations of parts, weapons, color schemes, names, etc. Neatness counts, too. If I can't read it, it's not going anywhere.

—Pat Reynolds

## Tournament Report



TIPS &amp; TRICKS

## Tournament Report

by  
Jason  
Wilson

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This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

## FIRST-EVER USA VS. JAPAN INTERNATIONAL STREET FIGHTER TOURNAMENT!

When the original *Street Fighter* appeared in arcades, no one envisioned that an international *Street Fighter* tournament would pit the best U.S. players against their Japanese counterparts more than a dozen years later. Last summer's 84 *Street Fighter* tournament identified our



country's top competitors, with six players emerging as members of "Team USA" representing the United States as the top *Street Fighter* players in their respective games. (See the October 2000 edition of *Tips & Tricks* Tournament Report.) In November these heroes headed over to Tokyo, forgoing their Thanksgiving holiday with their families for a week of games and the chance to finally play the best Japan has to offer! The competition featured the Japanese equivalents of our *SF* games: *Super Street Fighter II X: The Grandmaster's Challenge* (a.k.a. *Super Street Fighter II Turbo* in North America), *Street Fighter Zero 3* (*Street Fighter Alpha 3*), *Marvel vs. Capcom 2* and *Street Fighter III: 3rd Strike—Fight for the Future*. Two members of Team USA, Thao Duong and Duc Do, were not able to attend; taking their places were Ricky Ortiz (a *Marvel vs. Capcom 2* assassin) and Seth Killian, a *Super SF II Turbo* specialist. Team USA brought their own sets of joysticks (Happ Perfect 360s) and practiced all week for the grueling battle in Shinagawa-ku, a nearby suburb of Tokyo. A crowd of several hundred onlookers made their way into a jam-packed convention hall which had been rented specifically for this event. Team USA was outnumbered in nearly every tournament, which seemed somewhat unfair; Japan presented its five best players in each game, whereas the USA was only allowed four. The only exception was the *Marvel vs. Capcom 2* tournament, in which five Americans were allowed to participate. The event started off with *The Grandmaster's Challenge*, which proved to be the deciding factor in the tourna-

ment later on. Surprisingly, Mike Watson—the number-one U.S. *Super Turbo* player—chose Ryu instead of his usual Balrog; he was defeated 4-1 by the top five

Japanese *Super Turbo* players, who call themselves You Bison, Shooting D, Kurahashi, Bro Ken and Bro Chun. (The Japanese players use nicknames throughout most of their tournaments and are usually only known to other *Street Fighter* players by these names.) Alex Valle, second only to Mike Watson in the last two major USA *Super Turbo* tournaments, won four out of his five matches; his only loss came at the hands of the appropriately-nicknamed Bro Ken, who was indeed using Ken. John Choi also defeated three of the five Japanese players with his Original Sagat; unfortunately, Seth Killian—who came close during each match—was unable to defeat any of the Japan players. Kurahashi, who had never before lost in tournament play with his amazing Gulle, was stunned by the ultra-aggressive "American" fighting style of Alex Valle, who the Japanese team definitely considered to be the surprise of the tournament! Unfortunately, after all the



dust settled, the results of the first game put Team USA in a 1-0 hole, with the harder games yet to come. The Americans ended up making a giant comeback with their nearly flawless record in *Marvel vs. Capcom 2*—they lost only two matches out of 25—but were unable to hold off the Japanese players in *Street Fighter Zero 3* (losing 16 out of 20) and *3rd Strike* (losing 19 out of 20). Team USA did its best, however, and its members were praised by the Japanese for acquiring such skills in a country where competitive arcade gaming is almost nonexistent. In the future, Team USA will be back and better than ever! Special thanks go to Mike Watson (for providing pictures and contributing to this article), Mr. Matsuda, Kuni Funada and the members of Team USA: Alex Valle, John Choi, Mike Watson, Seth Killian, Ricky Ortiz and Hsien Chang!



On December 8, 2000, the best players in the state of Arizona converged at Mesa Golfland in the outskirts of Phoenix for a Capcom vs. SNK brawl! Most of the participants were locals from the Phoenix area, yet some drove from as far south as Tucson to test their skills. The top two players just happened to be *Tips & Tricks'* own Jason Wilson (who flew in from Los Angeles to take the top spot with his



Al Garci-Crespo of Tucson annihilates another opponent in the winners' bracket to give Tucson another victory over Phoenix in the tournament!

team of EX Benimaru, EX King, Dhalsim and Blanka) and T&T strategy guide author Geoff Arnold, who made the two-hour drive from Tucson to take second with his team of Guile and Ryu. Thanks to the fine folks at Mesa Golfland for running a smooth tourney!



Players nervously await their next match, common during big Street Fighter tournaments!

## RESULTS:

### Super Street Fighter II Turbo

Alex Valle (Ryu)—Won 4-1  
Defeated: You Bison (M. Bison), Shooting D (Ryu), Kurahashi (Guile), Bro Chun (Chun-Li)  
Lost to: Bro Ken (Ken)

John Choi (O Sagat)—Won 3-2  
Defeated: You Bison, Shooting D, Bro Ken  
Lost to: Kurahashi, Bro Chun

Mike Watson (Ryu)—Lost 1-4  
Defeated: Bro Chun  
Lost to: Bro Ken, You Bison, Shooting D, Kurahashi

Seth Killian (Chun-Li)—Lost 0-5  
Lost to: Bro Ken, Bro Chun, You Bison, Shooting D, Kurahashi

### Street Fighter III: 3rd Strike

Alex Valle (Yang)—Lost 1-4  
Defeated: Mester (Yun)  
Lost to: Shin-ya Ohnuki (Chun-Li), Ricky (Q), Daigo Umehara (Ken), RAOH (Chun-Li)

Hsien Chang (Akuma), Eddie Lee (Ibuki) and Mike Watson (Yang) all lost 0-5.

### Street Fighter Alpha 3

Mike Watson (V-Akuma)—Lost 1-4  
Defeated: Ba Q (A-Rolento)  
Lost to: WC Dhalsim (A-Dhalsim), Joe (V-Karin), Makoto (V-Zangief), Da Yoshi (V-Akuma)

## United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

### Capcom vs. SNK Top 10 Players

1. Alex Valle (Southern Hills Golfland, Stanton, CA)
2. Arturo Sanchez (Chinatown Fair, New York, NY)
3. Jason Nelson (Golfland USA, Sunnyvale, CA)
4. James Chen (Southern Hills Golfland, Stanton, CA)
5. John Choi (Golfland USA, Sunnyvale, CA)
6. Jason Cole (Golfland USA, Sunnyvale, CA)
7. Jason Wilson (All Amusement Center, Van Nuys, CA)
8. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
9. David Sirlin (Golfland USA, Sunnyvale, CA)
10. Julien Robinson (University Pinball, Philadelphia, PA)

### Marvel vs. Capcom 2 Top 10 Players

1. Duc Do (James Games/Southern Hills Golfland, Upland, CA/ Stanton, CA)
2. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
3. Alex Valle (Southern Hills Golfland, Stanton, CA)
4. Justin Wong (Chinatown Fair, New York, NY)
5. J.R. "Image" Gutierrez (Southern Hills Golfland, Stanton, CA)
6. (tie) Eddie Lee (Chinatown Fair, New York, NY)
6. (tie) Julien Robinson (University Pinball, Philadelphia, PA)
8. John Choi (Golfland USA, Sunnyvale, CA)
9. Mike Watson (Southern Hills Golfland, Stanton, CA)
10. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)

Eddie Lee (V-Sodom)—Lost 2-3  
Defeated: WC Dhalsim, Makoto  
Lost to: Ba Q, Joe, Da Yoshi

Alex Valle (V-Ryu)—Lost 0-5  
Lost to: Ba Q, Joe, Da Yoshi, WC Dhalsim, Makoto

John Choi (V-Sakura)—Lost 2-3  
Defeated: Ba Q, Makoto  
Lost to: Joe, Da Yoshi, WC Dhalsim

### Marvel vs. Capcom 2

Mike Watson (Blackheart/Sentinel/Captain Commando)—Won 5-0  
Defeated: Ha-GE (Sentinel/Doom/Iceman), GQ (Doom/Blackheart/Anakaris), 15 Ichigo (Blackheart/Doom/Cable), White (Spiral/Sentinel/Blackheart), Liquid Metal (Doom/Blackheart/Cyclops)

Eddie Lee (Strider/Cable/Doom)—Won 5-0  
Defeated: Ha-GE, GQ, 15 Ichigo, White, Liquid Metal

John Choi (Spiral/Cable/Cyclops)—Won 5-0  
Defeated: Ha-GE, GQ, 15 Ichigo, White, Liquid Metal

Alex Valle (Strider/Doom/Captain Commando)—Won 4-1  
Defeated: Ha-GE, 15 Ichigo, White, Liquid Metal  
Lost to: GQ

Ricky Ortiz (Storm/Cable/Cyclops)—Won 4-1  
Defeated: Ha-GE, GQ, White, Liquid Metal  
Lost to: 15 Ichigo



## Tournament Report



## TOURNAMENT CALENDAR

## April 21-22, 2001

Capcom vs. SNK/Marvel vs. Capcom 2 South Florida Challenge

Contact: Flipper's Amusement Center  
Town and Country Mall  
Miami, FL  
(305) 273-0381

A two-day Capcom vs. SNK and Marvel vs. Capcom 2 tournament with three cabinets apiece. Signups start at 11:00 A.M., tournaments begin at 12:00 PM on both days. Capcom vs. SNK is featured on Saturday with Sunday's competition devoted to Marvel vs. Capcom 2. These will be double-elimination, two-out-of-three matches, with the semifinals going three-out-of-five and four-out-of-seven for the finals. All matches will be seeded by region, and the organizers will try very hard to make sure that out-of-town participants do not play against the friends they came with for as long as possible. This is going to be a big tournament, one of the first Florida tournaments to invite players from all over the country to attend and see what Miami is all about. There will be plenty of competition and lots of things to do in the surrounding area after hours. Visitors to the area should also check out the World's Largest Video Arcade, Boomer's Arcade (formerly Grand Prix Race-O-Rama) with over 1,000 video games, a roller coaster, Lazer Tag and two miles of go-kart tracks...and the 24-hour nightlife of South Beach and Coconut Grove will be sure to keep players busy. A \$10 entrance fee will be charged, with 100% of the cash pot awarded to the winners PLUS \$150 and extra bonus prizes (probably Dreamcast or PlayStation 2 games). Results of the competition will be featured in *Tips & Tricks*' Tournament Report with pictures of the top five players on each game!

## June 22-24, 2001

2001 Midwest Street Fighter Championships

Contact: Super Just Games  
Northbrook, IL  
(847) 559-8727

The 2001 Midwest Street Fighter Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marquees and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual Street Fighter tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest Street Fighter Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament will be Capcom vs. SNK, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24.

More details about this wild Street Fighter weekend:

Friday, June 22

11:00 AM—Signups

12:00 PM—Street Fighter Alpha 2 tournament

7:00 PM—Street Fighter III: 3rd Strike

Saturday, June 23

11:00 AM—Signups

12:00 PM—Capcom vs. SNK qualifying rounds (16 players will qualify for Sunday's finals)

6:00 PM—Marvel vs. Capcom 2

Sunday June 24

12:00 PM—Capcom vs. SNK finals

2:00 PM—Street Fighter Alpha 3

6:00 PM—Super Street Fighter II Turbo

Winners of the Capcom vs. SNK tournament will receive the following prize packages:

- 1st Place—60% of all entry fees, 2 deluxe Capcom game marquees, a one-year subscription to *Tips & Tricks* Magazine, a Sega Dreamcast system and 2 Sega Dreamcast games
- 2nd Place—25% of all entry fees, 1 deluxe Capcom game marquee and 2 Sega Dreamcast games
- 3rd Place—15% of all entry fees and a Sega Dreamcast game
- 4th place—1 Sega Dreamcast game

All other tournament winners receive:

- 1st Place—60% of all entry fees, a one year subscription to *Tips & Tricks* Magazine and 1 Sega Dreamcast game.
- 2nd Place—25% of all entry fees
- 3rd Place—15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the Capcom vs. SNK tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, *Dance Dance Revolution USA* and much, much more! For more information, contact Jayson McClellan at the number shown above.

## RECURRING TOURNAMENTS

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: All Amusement Center  
Van Nuys, CA  
(818) 756-0550

All Amusement Center holds bi-weekly tournaments in either Capcom vs. SNK or Marvel vs. Capcom 2. For more information, call and ask for George.

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: Southern Hills Golf and Country Club  
Stanton, CA  
(714) 895-4550

Southern Hills Golf and Country Club, the site of various national video-game tournaments, currently holds monthly tournaments on Marvel vs. Capcom 2 and Capcom vs. SNK with cash and tokens awarded for the top three spots.



# Pokémon REPORT

## POKÉMON STADIUM 2



Gym Leaders, new areas and tons of new features. You'll be able to exchange items with your friends, use the Mystery Gift function and take

Nintendo was kind enough to come by our offices recently to show us an early version of the eagerly anticipated Pokémon Stadium 2. This gorgeous title is flush with 251 Pokémon,



12 new mini-games, new Pokémon classes at a new area called the Pokémon Academy. If you're seriously thirsting for knowledge, you can bone up at the Pokémon Library before heading to the academy, where you can hear lectures on

Pokémon. If you're a serious Poké-nerd, you can even choose to take tests and become the ultimate master of Pokémon trivia. One of the more intriguing features is that you can earn new techniques which can



only be used in Pokémon Stadium 2. Unfortunately, there wasn't much that I could confirm in terms of secret



areas and rewards to unlock, although it seems likely that #251 Celebi will be made available as a rental reward. As you may recall, Mew becomes a rental in the first Pokémon Stadium after you unlock R-2 mode by defeating Mewtwo.

### Mini Games

I'm heartbroken that the Udditung "Sushi-Go-Round" title didn't make a repeat appearance, but with 12 brand-new mini-games to look forward to I guess I'll recover. Different Pokémon "star" in each mini-game, which means if you have that Pokémon and you've given it a name (and you've got your Pokémon game in the transfer pak), your Pokémon's name will automatically show up in the game. The titles of the mini-games may change in the final release, but here's how they appear so far:

**1. Pichu's Power Plant:** Several Pichu sit inside a 3 x 3 grid and must build up an electric charge faster than all the others to avoid getting shocked. You need to watch your grid to see in which direction a button appears, and what color it is—then you need to both hold the direction and press the appropriate button rapidly to build a charge.

**2. Gutsy Golbat:** Race through a cave infested with Magnemites as you try to flap erratically to the finish line. Every time you touch a Magnemite you get shocked, but collecting hearts floating

through the cave will help you recover. It's even harder than it sounds, since the Golbats aren't aerodynamically sound, and fly helter-skelter with the slightest flick of the control stick.

**3. Topsy-Turvy:** Use your Hitmontop to knock all the others out of the ring.

**4. Clear Cut Challenge:** Using Pinsir's pincers or Scyther's scythes, cut a log in half as close as possible to the marked line.

**5. Furets' Frolic:** From the few seconds I survived this game, it seems like volleyball, except there are a billion balls of varying sizes, five different sides to the court, and you and your opponents can dig underground and pop up in random places.

**6. Barrier Ball:** If you've ever played Pong—or air hockey—then this one is a breeze. Mr. Mimes sit waiting for balls to come their way, which they can block and then fire at each other's goals in hopes of scoring.

**7. Rampage Rollout:** Donphan runs around a track, leaving spinning traps to try to knock the others silly before they reach the finish line.

**8. Streaming Stampede:** Iggybuff and Cleffa sit in a quiz show setting where they need to accurately estimate how many of each type of Pokémon just ran past.

**9. Tumbling Togepe:** It's a race downward, with speed arrows to hurry your egg along and obstacles to break its rhythm. It's a little like "Run, Rattata, Run" from Pokémon Stadium but much more difficult.

**10. Delibird's Delivery:** Run around with a sack trying to collect the most expensive presents. If you run into another Delibird by accident you'll spill your loot.

**11. Egg Emergency:** Eggs fall from the sky and Chansey needs to catch them in a pouch. Look out for falling Magnemites.

**12. Eager Eevee:** Several Eevees march around a covered tray that gets exposed periodically by Aipom. Dash to the center first—but be careful when Aipom uncovers a bomb. If you feint, you might be able to trick another Eevee into taking the bait.





## J-TOWN TOYS

During a recent trip to J-Town in San Francisco, resident Pokémonian Gus went on a wild spending spree where he gathered together several import items to feed his addiction. Check out the items below to see how he scored.

### SMEARGLÉ DOLL

Smearglé is a painter Pokémon, as evidenced by a beanie hat and a tail perpetually swabbed with paint. Although a tad small at only two inches tall, this adorable Smearglé plush toy by Bandai will give anyone's Pokémon collection a little artistic flair. If you want to catch your own Smearglé inside Pokémon Gold and Silver, you can find it hiding in a small strip of grass to the left of a cave entrance to the Ruins of Alph; you need to know Surf and Strength before you can reach this area.

### PICHU PURSE AND CANDY

If you want to have your candy and eat it too, just tote around this miniature Pichu-shaped purse. Although the incredibly cute accessory by Bandai is obviously meant to be worn by a fairly young audience, I think that the pre-packaged, possibly years-old candy inside can be enjoyed across all age groups.



### PIKACHU RICE BALLS



If you want a chance to eat the same delicious snacks that Brock cooked up on the animated series, all you need is this pouch filled with all the good stuff you need to make rice balls. Although Chris and Jason were recently discussing whether various Pokémon could be considered edible, it's unlikely that any of the pocket monsters are actual ingredients inside this packet—in fact, it would be quite disturbing if there actually were any Pokémon ingredients, since the main image on the package shows Pikachu presumably about to eat a rice ball (or lob it into Meowth's open mouth).

## MAD CATZ GOLD AND SILVER GAME BOY CASES



All right, this one is a bit of a stretch—but let's say that you have two Game Boys, you're a Pokémon freak and you like to color-coordinate your Game Boy titles with your Game Boy and Silver Game Boy cases a perfect match for the Pokémon Gold and Silver carts, it's a snap to transform your portable gaming unit into a fashion mecca. Hey, I said it was a stretch, all right?

## URI GELLER



Hmm...it seems as if this lawsuit just won't go away. Since Kadabra's Japanese name "Ungel" sounds eerily similar to—okay, exactly like—that of infamous real-life psychic Uri Geller, the man known for bending spoons with mind control is a tad bent out of shape himself. (Sorry, I couldn't resist.) Apparently, he takes exception to Kadabra's evil, occult affiliations and has sued Nintendo for monetary restitution. If he's bothered to investigate (something you should always do when you want to sue someone) a little further into the Pokémon zeitgeist, he'd realize that there are no "evil" Pokémon, just good and evil people. In fact, as far as I can tell, Kadabra is just a kick-ass psychic Pokémon who has demonstrated considerably more paranormal powers than Uri Geller ever has. Just an opinion.

## POKÉMON CRYSTAL INFO

Pokémon Crystal was released in Japan on December 14, 2000, granting a new

Pokémon experience to legions of Japanese fans. In addition to the cell phone interface, which hooks up a cellular phone

to the Game Boy to create a virtual network of Pokéfans who can trade and compete across the country, Pokémon Crystal lets you choose between a male and female main character. If you choose a female lead character, your backpack and Pokégear design will have a different appearance and various on-screen icons will have new styles. There's also a new radio program where



particularly astute listeners will be given prizes if they accurately remember specific key words that come up during the show. A "mysterious blue boy" named Minaki shows up to deepen the Unown mystery, and as your Pokémon level up they may learn moves in a different order than in Gold and Silver.



## BURGER KING GAME BOY TOYS

Since its first Pokémon promotion, which tied in with Pokémon: The First Movie—Mewtwo Strikes Back, Burger King has kept the world well-stocked with all sorts of cool miniature Pokémon toys. The company's latest promotion was for Pokémon Gold and Silver Mini Game Boy collectibles which were available from December 11, 2000 to January 7, 2001. These four-inch long toys displayed various Pokémon pictures on a removable cartridge.





## POKÉMON GOLD/SILVER UPDATE: Ruins of Alph



Now that we're done with all the gyms in both Johto and Kanto, there's one last thing to do (besides all the Pokémon collecting, trading and battling amongst yourselves, of course.) In the Ruins of Alph, you're confronted with four puzzles whose solutions will unlock 26 different variations of the strange Pokémon Unown. These different Unown shapes actually represent different letters in the alphabet; once you get your Unown Pokédex and the Unown Printer is activated, you can look up what each symbol represents. The latter puzzles can be reached only via the Union Cave, and your Pokémon will need to know both Surf and Strength in order to complete the quest. You can get the Unown Pokédex by speaking to the researchers after you catch at least three different Unown variations. After you catch all 26, speak to them again and they'll activate the Unown Printer in the back of the Ruins of Alph research center, which will list them in alphabetical order. Your Unown Pokédex lists them in the order they were caught.



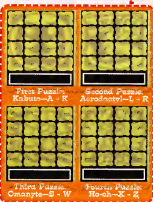
A: Angry B: Bear C: Chase D: Direct E: Engage F: Find



G: Give H: Help I: Increase J: Join K: Keep L: Laugh M: Make N: Nuzzle O: Observe P: Perform



Q: Quicken R: Reassure S: Search T: Tell U: Undo V: Vanish W: Want X: XXXXX Y: Yield Z: Zoom



## Pokémon Neo Genesis Cards

No matter if you think the Pokémon Trading Card game is too easy, or are merely an avid collector—the Pokémon Neo Genesis expansion is the answer to

your prayers. It includes 60 new Pokémon from the Baby, Dark and Steel schools of combat, Pokémon Tools (Trainer cards that can be attached to your Pokémon card to affect play) and new Energy cards. Since all the new Pokémon trading cards are compatible with previously released card sets, you can easily integrate them with your already constructed decks to create even more variegated and challenging gameplay. Pre-constructed theme decks sell for \$9.99 and booster packs for \$3.29.





by Anatole Brown

# 日本 JAPAN REPORT!



## Musician Makes Game

Ryuichi Sakamoto, Japan's most famous international pop musician/film composer, has created a Dreamcast game. Sakamoto is world renowned for his soundtrack work on films like *The Sheltering Sky*, *Little Buddha*, *Merry Christmas Mr. Lawrence* and *The Last Emperor*, for which he has won both a Grammy and an Academy Award. He is also well known in Japan as an

ex-member of the prolific pop group Yellow Magic Orchestra. You may have even seen his cameo appearance in Madonna's "Rain" video. Sakamoto has recently taken a keen interest in video games and has acted as a producer for ASCI's latest Dreamcast game in Japan called *Lack of Love*, or *L.O.L.* Along



with the concepts and ideas for *L.O.L.*, he also composed the music and sound effects for the game. *L.O.L.* is about a robot named Halumi who is stationed on a planet to monitor the evolution of its inhabitants. The player controls an underdeveloped creature called Life which can only eat, sleep, hit, howl and go to the bathroom. The creature must learn to adapt and evolve to the environment with the help of Halumi. Sakamoto was interested in creating a game that didn't involve any fighting or killing. He also managed to develop an interface that doesn't require any speech or text; gameplay is based purely on actions and symbols. *Lack of Love* is currently available in Japan along with its soundtrack CD. Ryuichi Sakamoto has also stated that he would like to work on an online game in the near future.

## MR. DRILLER MANIA



Namco has many cool characters—like Pac-Man or Pooka from *Dig Dug*—but its newest mascot, Mr. Driller (known as Mori Susumu-kun in Japan) is all the rage right now. Check out all the Mr. Driller goodies available in Japan!



4 Last month we showed Mr. Driller candy; here are some lollipops!

These Mr. Driller comic strips are from the monthly comic magazine called *Cutie Comic*. Readers get to see Mr. Driller do things he normally doesn't do in the game. In fact, the Mr. Driller comic has been running since December of 1999, six months before the game was even released!



There's nothing like a Mr. Driller scarf to keep you warm!

If you buy a box of Kellogg's Corn Flakes in Japan, you'll get a set of Mr. Driller trading cards!



And of course, the Mr. Driller stuffed dolls are very hard to find.



Go to town in style with this Mr. Driller tote bag!



## CAN YOU SAVE SEGA?

Although we'll probably never see a game like this come out here, Sega's upcoming Dreamcast game *Segagaga* lets you do what every gamer has dreamed of at least once: to be a game designer for a major video game company. In *Segagaga*, you

are Sega's brightest game developer and your goal is to gain a 100% market share of the video game industry by the year 2025. You control a special team of developers called *Segagaga*, and you must lead them to create a big hit game. You are Sega's next big hope; it's up to you to continue the tradition of gaming excellence. A rival company named *Dogma* is out to compete for shelf space in Akihabara, Tokyo's biggest electronics retail district. The game is a quirky mix of role-playing and simulation elements. Sega will also sell a special VMU for *Segagaga* that has the word "B-Bit" stamped on the front, just like the Genesis' "16-Bit" logo. Sink or swim is the name of the game. If only Sega's real-life problems were that easy...

## A New Handheld?

KDDI—one of Japan's largest telecommunications companies—recently revealed a new handheld game system to be sold in 2002.

The little compact console is yet to be named and is currently being dubbed the "Hyper Performance Game Device." The device will act as a wireless unit that can download games via the Internet. The two silver sides with the buttons can slide closed

over the screen so the device can be stored as a circular object. The circular hole on the top is meant to be a digital camera so users can view other people. The unit pictured here is a mock-up; some changes may occur before it is finally released. There are still a lot of unanswered questions about this "Hyper" device, but we'll keep you posted!



## Team Nintendo



"Deimajin" (or the "Great Magician") is congratulated by Hiroshi Yamauchi, President of Nintendo.

was named Major League Baseball's best performance this past season. This huge exposure has lead Yamauchi to name Sasaki as the official spokesperson for Nintendo in Japan, calling him the "The Pikachu of The Major Leagues". He will be appearing in several Nintendo commercials and ads this year. This past off-season, Yamauchi rocked the Japanese baseball world by announcing the signing of Ichiro Suzuki, formerly of Orix Blue Wave, to play for the Seattle Mariners. Ichiro Suzuki, who is affectionately known as just "Ichiro," is Japan's most popular and celebrated baseball star. He is expected to play outfield and will probably start as a lead-off batter. He is the first Japanese player who is not a pitcher to join the Major Leagues. If you thought Hideo Nomo-mania was nuts, wait until Ichiro's big league debut on SAFECO field!



Ichiro is welcomed to the Mariners by Howard Lincoln, Chairman of Nintendo of America.



## Dance Dance for Kids

You want to play Dance Dance Revolution but the big boys won't let you? Relax. Konami has just introduced a new machine for the smaller folks called Dance Dance Revolution Kids. The arcade machine is tailored for kids from ages three to ten and is almost half the size of the regular Dance Dance Revolution machine. The game is designed so you will be able to clear the songs no matter how many "misses" you have. The buttons on the floor pad are also a lot bigger so Dad or Mom can get in and help a little. All the songs are from popular children's TV shows like Pokémon and Ultraman. Konami plans to distribute the machine to many family attractions and restaurants.



## capcom gumball toys



If you're out in Japan over the next couple of months, be sure to track down a gumball machine



and try to score one of these many Capcom gumball toys. There are three different sets out right now: Rockman Dash (Mega Man Legends in the U.S.) series, Rockman X 5 (Mega Man X 5) series and the Capcom Girls series. For gumball toys, they look extremely well-crafted. Send us one if you're out there! (Are you listening, Big Mo?) They're only 100 yen!



## Dial-a-Game Boy



Nintendo just started its online mobile phone service this past January to support Japanese gamers who own the new Game Boy Mobile Adapter. You may have read in Pokémon Report about Pokémon Crystal, the first game to use the Mobile Adapter. It allows people to exchange Pokémon by dialing each other on cell phones. Other uses for the Game Boy Mobile Phone Adapter will be the ability to download various user content, send e-mail, exchange data and allow peer-to-peer competition, all by connecting the Game Boy

Color to a digital cell phone. Three different types of cell phone connectors will be available to support the different types of cell phone services in Japan: PDC, edmaOne and DDI Pocket. The upcoming Game Boy Advance will also be able to use the adapter. More Game Boy games will feature cell phone options in the future.

Unfortunately, due to the very different cell phone services in the U.S., the chances of this adapter being released here is highly unlikely. Incidentally, you can see that Ichiro Suzuki is already getting busy with his new spokesperson job promoting Nintendo's new product!





Here's the section of the magazine where we feature all of the fresh, funny, game-related goodies that make life worth living. Welcome to the funniest place on Earth: *Tips & Tricks*' very own...

# COOL ZONE



The Battery Puck from Mad Catz is a Game Boy Color, Game Boy, and Neo Geo Pocket that's shaped like a hockey puck. The unit can be charged for up to 25 hours of battery life; that's over four times the amount of gameplay time with just regular batteries. The Battery Puck can be clipped onto your belt and has a retractable cable that connects to your handheld. The Battery Puck retails for \$19.99.

Have you seen this in your local grocery store? *Sonic the Hedgehog Meatballs* from Franco-American/Campbell Soup Company is a good source of nutrition with plenty of iron and full servings of vegetable and grains! Several pasta shapes include *Sonic*, *Knuckles*, *Tails* and *Dr. Robotnik*. Tasty!



Can't wait for Sony's official monitor for the new PSone console? InterAct's PSone Mobile Monitor is available now for \$149.95. The monitor attaches to the PSone and folds nicely over the

PSone for storage. The back lit TFT LCD display monitor includes two stereo speakers, A/V inputs for a second-order device, a head-phone jack and mounting screws. The Mobile Monitor can even be viewed while detached from the PSone by standing it up on the stabilizing bar. Sony's official monitor won't be released until the summer.



Went to give your Game Boy some attitude? Try the Bone Light from Mad Catz. This skeletal lamp has articulated joints so you can bend it into any desired shape. The skull glows in the dark while its red eyes light up. It's an excellent peripheral for those who like ghoulish games and have \$3.99 to spare.



Nyko's new Omega 2 controller is based on its previous Viper series, but it is specifically tailored for the PlayStation 2. Along with the signature Turbo button and three gameplay mode selectors that are also found on the Viper controllers, the Omega 2 features pressure-sensitive analog buttons designed for the PlayStation 2. The Omega 2 comes in several different colors and retails for \$19.99.

Here is yet another of Konami's "bigger than the console itself" controllers. Designed specifically for *Beatmania II DX 3rd Style* for the PlayStation 2, it was released in Japan at the same time as the game. However, this controller will also work with all the other myriad *Beatmania* games and the original PlayStation. The biggest improvements over previous DJ controllers include a turntable with nicer feel and substantially quieter buttons. The keypad is modular, so you can change the controller to match the orientation of either the left or right player's side of the arcade cabinet. Sadly, this is yet another of those Japan-only situations, but if you do manage to find one of these bad boys, expect to shell out around the equivalent of \$90. High quality doesn't come cheap!





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## CONTEST 1 - VIDEO GAMES

Sorry PlayStation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accessories and 3D monitor. Base prize package value \$1400.

## CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 37 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2000.

## CONTEST 3 - HOME THEATER

50" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Options include Satellite TV and camcorder. Base prize package value \$7475.

**Make It Happen.** All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

**Future Puzzles.** For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 50% attain the highest score in

phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

**Directions.** Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entries must be post marked by July 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

Clip This Order Form And Mail It.

Here's the Nyko First Aid Kit for the Game Boy Color. For \$29.95, you get an all-in-one Game Boy Color link kit which includes a Hip Clip, Worm Link, Case Case, Power Pack, Power Link and AC Adapter. The kit features a new version of Nyko's famous Worm Link which has a pass-through connector. Now you can simultaneously link up with the Power Link while still enjoying the benefits of the Worm Link. A tremendous value!

The F52 Vertical Tower is available for \$79.99.

The new Panther DC joystick from Mad Catz is for the Dreamcast and looks as sharp as anything out there. Although the Panther DC may look like a flight stick for flight simulators, it is actually designed for first-person shooter games like Quake III Arena, Unreal Tournament and Kiss Psycho Circus. Here's an extra-cool touch: The transparent blue track ball lights up when you turn the Dreamcast on. The Panther DC has a suggested retail price of \$65.99.

Nyko just announced its own line of high-end PlayStation 2 accessories. Shown here are the PS2 AVS Cable, PS2 DVD Wireless Remote and PS2 Extender. The PS2 AVS Cable has both composite and S-Video connectors so you can have two

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